POLYHEDRON
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02 .....YOUR INITIAVE
03 .....NOTES FROM HQ
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Dear Jeff,

I recently received my copy of Polyhedron issue 133. After reading Kevin Melka's Table Talk editorial, I was a little disappointed in his viewpoint. While I can't claim to have been a member of the RPGA for the last fourteen years, I can say that I have played AD&D for about twenty (I stumbled onto it in 1979 at college in Rolla). I joined the RPGA around 1994. As a devoted fan of the game I wish I had perhaps found the benefits of the RPGA sooner, but alas I did not.

Kevin seems to take a dim view of the Network's emphasis on LIVING CITY™. To myself and apparently many others, playing in LIVING CITY events is the reason to join. LIVING CITY seems to be the thing that drives much of what goes on at any RPGA con related event. It is what drew me to the Network as a player. LIVING CITY allows me to be creative by generating a character that I would like to play and try varied styles of roleplaying. It also gives my character a chance at being a part of ongoing and growing concern. This, I believe, is what draws players to the Network.

that persons interested in them can differentiate from one game style to another. If you play LIVING CITY you don't sit down to find yourself in the jungles of Malatra for example.

I am honestly not sure how the RPGA was 5 or 10 years ago, I do see where it is headed from today. I like it. Many things that are occurring now are helping to tear down barriers that existed just recently. Yes, there will still be cliques, but even these are opening up because of the communications that I see unfolding. Nothing that happens in the way of rewards is going to please everyone, rules will be ever changing, and so will the Network. Instead of suggesting that you may not renew, Kevin, perhaps you should continue to belong. Help to keep and enhance the parts that you enjoy and let's play the game.

Yours truly,
Dean Waltenberger
Imperial, Mo.
qdrhino@worldnet.att.net

your initiative

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There are obviously some logistics problems with such a large and diverse campaign, yet by all appearances I would say it is plodding along nicely. Thanks to some timely changes in recent years, access has become greater, reaction by the RPGA hierarchy has been better than ever. Much of this has been accomplished through good use of the Internet, better division of responsibilities, and more open communications. It can only get better using these.

Kevin also sounds bitter at the lack of emphasis on classic AD&D® games using pregenerated characters. Honestly, I would be happy to play in more events of the classic nature. The problem to me is that many of these games are not classic in nature. Many times I have sat down to play in an event, team or individual, only to find that this is a RAVENLOFT®, DARK SUN®, AL QADIM® or other off shoots of actual AD&D. Maybe this is a little narrow minded but I prefer to play classic AD&D, not the games derived from it. (I consider second edition and the options rules part of classic, that is their intent anyway.) Maybe the RPGA should consider additional categories for these other events so

▲Illustrator Hannibal King defines political harmony in Cormyr.

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notes from hq

ROBERT GETS JIGGY WITH IT

CHARTING OUR COURSE INTO 1999

The year 1998 was a great success for the RPGA® Network, and I am very pleased with where we have come to. In 1998 we introduced Judge Certification as a means of recognizing our good judges. We held the first RPGA Summit in October, and achieved a success with that beyond my expectations. We ran the best show we've ever had at the GEN CON® Game Fair, and traveled to more conventions than we have previously attended. We established an editor process for assisting with tournament editing, which has given members a chance to be involved and has greatly eased the burdens at the office. We struggled with and made progress in expanding the meta—campaign aspects of our LIVING CITY™ program, started a background story arc in the LIVING JUNGLE™ campaign, and increased our involvement in the LIVING DEATH™ campaign. We published three member-written adventures as products which sold in the stores, and saw the fruition of our LIVING CITY creative work in the new *City of Ravens Bluff* book for the FORGOTTEN REALMS® campaign, which also sold very well. So many people contributed to these efforts, and I want to thank you all for all your help in making the Network great. As we look into 1999, I want to share with you my vision for what the Network can be, and what it will take to get us there.

The strategy for 1999 contains three main points. First, we will build and strengthen our community within the RPGA. The new Regional Director reorganization is the first step in this process. By providing resources to RDs and encouraging them to get more members involved assisting them, we hope to build local and regional feelings of community. Clubs work into this plan too, and you'll see our improvements to the club program added early in the year. See page 6 for information.

As communication is an important means of holding the community together, we will be working to communicate more amongst ourselves this next year. POLYHEDRON® *Magazine* will remain bi-monthly, but we will also add a bi-monthly "POLY Jr." newsletter which will be sent out in months between Polyhedron issues. This newsletter will contain policy news, club happenings, convention announcements, and other necessary information. The RDs will be sending out bi-monthly regional newsletters to keep you updated on what is happening around you. Lastly, we will be utilizing email and the RPGANews list to inform you of late-breaking items which cannot wait for a Polyhedron issue. To subscribe, go to http://www.wizards.com and select "Community." Follow the instructions. Any rule changes will be published in POLYHEDRON, so you don't have to worry that you will miss a rule change if you don't have email. You may not hear about it as soon as others, but you won't miss it.

Our second strategy point is to expand into retail location activities. I am very happy to announce that we have a fourth Network employee now. Scott Magner comes to us from Five Rings Publishing Group, where he ran fan clubs and helped with tournament support. For us, he will be working with retail stores and clubs primarily, and helping with whatever else is necessary. We will be building the ADVENTURER'S GUILD™ Retail Play Program as much as possible, and expanding it to book chains and other mass market stores. We are still tweaking the program so that it suits the retail environment perfectly, and suggestions are welcome. We are also launching our Demo Team, which will reward you as a demo member for going to hobby retailers and demonstrating roleplaying games to new players.

Third in the strategy is to develop game masters. You all know that as we grow and play more games, we need more game masters. Since LIVING CITY has come upon the scene, fewer RPGA game masters have the experience of home campaign practice, and we want to help our game masters become the best they can. We started last year with certification, and this year we move into teaching people how to run roleplaying games and make them exciting and fun. Look for the roll-out of our new seminars and workshops at the GEN CON Game Fair this year, and from there it will move to other conventions and into the clubs. Certified judges can also look for perks this year.

During the year we will also be working on the LIVING CITY campaign to make it even better, and on the upcoming LIVING GREYHAWK campaign (working name only) which will debut in 2000 and take shared-world campaigns to the next level of involvement. This year will see the launch of the LIVING VERGE™ campaign for the ALTERNITY® STAR*DRIVE™ setting. This new campaign, created by members passionate about the ALTERNITY Science-fiction Roleplaying Game, will take you to the planet Marybelle and surrounding systems. A sneak preview adventure premiered at the Winter Fantasy™ show and then through the spring, with the official launch at the GEN CON Game Fair.

As we move into this year, we must remember that we are on display to the whole roleplaying community, even to those players who are not members. We set the example for excellence in play, and we set the moral tone for others to follow. There are many ways you can get involved with the Network in 1999, but the easiest is to play the game with integrity and honesty. To try your best to have fun and to help those playing with you to have fun, and to abide by the few rules we have to have with a good grace. The future of roleplaying is in our hands, and we should make it the best future we possibly can.

Until next time,

Robert

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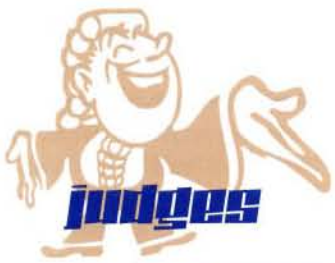
campaign players

RANK	NAME	AVG. POINTS/GAMES
01	Tom Jorgensen	25/9
02	Joe Masdon	23/29
03	Jean Rabe	23/28
04	Richard Marflak	23/20
05	Craig M Allen	23/11
06	Wade Beeler	23/9
07	Robert Elkins	23/8
08	Rita E Wyers-Rivera	22/18
08	Greg Sherwood	22/18
10	Dan Donnelly	22/17
11	Catherine McClurkin	22/15
12	Laurie Fox	22/13

classic players

RANK	NAME	AVG. POINTS/COUNT
01	Eric Tam	24/7
02	Paul Bushland	23/10
03	Kevin W Kulp	23/7
04	Craig Walker	22/12
05	Scott Dulac	21/9
06	Jonathan Naughton	20/16
07	Randall W Lemon	20/9
07	Tracey N Peart	20/9
07	Ken Ritchart	20/9
10	David Baker	20/8
11	Randy R Cox	20/7
12	Donald J Bingle	19/18



judges

RANK	NAME	AVG. POINTS/COUNT
01	Dan Donnelly	178/24
02	Paul A Zellem	178/7
03	Steve Hess	177/9
04	Daniel Llewellyn	177/7
05	Michael Schneider	176/11
06	Heather Van Buren	175/30
07	Marc Silverman	175/8
08	Alan Eaton	174/16
09	Kenn Boyle	173/25
10	Joe Iceman Pavlico	173/21
11	George Aber	173/8
12	Jonathan Naughton	173/7

rpga top 50

5/1/98 THRU 12/31/98

13	Dale King	22/12
13	Seth Johnson	22/12
15	Lindsay Markus	22/11
15	Mark Geary	22/11
17	John Hinkle	22/10
17	Michael A Donovan	22/10
17	Carl Davis	22/10
20	Laura M Harvey	22/9
20	Steven Turney	22/9
22	Craig W Slate	22/8
22	Eric Isbell	22/8
24	Grant Bolling	21/31
25	David Quick	21/25
25	Lars Granrud	21/25
26	Paul W Dorothy	21/23
27	David Craig Watkins	21/16
28	Richard E Reiter III	21/13
29	Russ Linden	21/12
29	Matthew J Brown	21/12
31	Bruce Graw	21/10
31	Wayne A Gibson	21/10
33	George Vellella	21/9
33	Ceri Mullin	21/9
33	Phil Tobin	21/9
36	John A.T. Vaccaro	21/8
36	Robert E Burns	21/8
38	Reinhard D Rittmeyer	21/7
38	Jeremy Gaffney	21/7
38	Patricia A Jackson	21/7
38	Kelly Harmon	21/7
42	Gail L Reese	20/36
43	Chuck Wharton	20/34
44	Jae Walker	20/29
44	Sherrie Masdon	20/29
44	Bob S Lauderdale	20/29
47	Erik Mona	20/28
48	Hans Nelson	20/24
49	James Leeson	20/23
49	Alan Eaton	20/23

13	Robert Hobart	19/16
14	Laurie Fox	19/12
15	Klim Altman	19/11
16	Andrew Carso	19/8
16	Sulenna Nicholson	19/8
18	Thomas D Ottem	19/7
18	Thomas Tabor	19/7
20	Saul Resnikoff	18/13
21	Mollie J Brewsaugh	18/10
22	Steven T Helt	18/7
23	John Hinkle	17/13
23	Linda Bingle	17/13
25	Kevin Elmore	17/11
26	Robert Mason	17/10
26	Matt Lovell	17/10
28	James Calvin Kelley	17/8
29	Dewey A Frech	17/7
29	Brett Bakke	17/7
29	Sholom J West	17/7
32	Samuel E Sherry	16/11
33	Jayson Rock	16/10
33	Keith J Weepie	16/10
35	Barbara R Tysinger	16/8
35	Andrew Vanhooreweghe	16/8
35	Philip Paul Martinez	16/8
38	Aerine R Caerwyn	16/7
39	Richard Bingle	15/12
39	Adam H Morse	15/12
39	Bill Legate	15/12
42	Edward A Peterson	15/11
42	Robin Vitti	15/11
42	Suzanne Darrow	15/11
45	William McCaig	15/9
45	Chad Patterson	15/9
47	Lee A Blankenship	15/8
48	Tim McCrary	15/7
48	Jack M Miller	15/7
48	Anise K Strong	15/7

12	Joel E Youngs	173/7
14	James R Wynen	172/17
15	Richard Brill	172/9
16	Claire M Hoffman	170/23
17	George Fulda	170/11
18	John W Richardson	170/9
18	Jon Maakestad	170/9
20	Dennis Burdick	170/8
20	Wayne Bevan	170/8
22	Brett King	170/7
22	Vic Polites	170/7
22	Kim Winz	170/7
25	Marjorie E Duncan	168/10
26	Mark Somers	168/8
27	Weston Peterson	168/7
27	Bryan C Everitt	168/7
29	David Schnur	167/12
30	Robert A Tomihiro	167/10
30	Richard Dold	167/10
30	Gail L Reese	167/10
33	Daniel Lafleur	167/7
34	David Bujard	166/15
35	Bill Gould	166/12
36	Bill Reynolds II	166/8
37	Brandon Kavanagh	165/25
38	Chuck Wharton	165/13
39	Donald J Bingle	165/8
39	Matt Lovell	165/8
41	Thomas Prusa	164/38
42	Dameon Green	164/18
43	Michael White	164/16
44	Mr Kevin L Cuichta	164/15
45	Steven C Sampson	164/14
45	Richard E Reiter III	164/14
47	Austin Chick	164/12
48	John A Tomkins	164/9
49	Scott William Chambers	164/8
50	Leonard S Dessert	163/16

member spotlight

BY STEVE JAY

WHO IS SAUL RESNIKOFF? HE'S THIS YEAR'S WINNER OF THE "BEST OF THE BEST" COMPETITION. BUT DON'T CALL HIM "BOB".

How old are you and how long have you been gaming?

I'll be 33 on Dec. 16. So I guess I've been gaming for over 20 years. I started back in 7th grade (1977-78) when a friend and I bought a boxed set of D&D®. You know, back when "Elf" was a class: "Hi. I'm Rondak, a fighter, and I beat up monsters. This is Merlot, a mage who casts spells. And Tink here is an Elf who—um—elves."

How did you get started in the RPGA® Network?

I started with the RPGA in early '95, at Genghis Con. I played two events, one of which was a Paranoia feature judged by Don Bingle. I had loved reading the Paranoia books back in high school, although I never got a chance to actually play until that con. I had a great time, and Don told me about the RPGA. Then two months later I went on Cruise Con. I had gone primarily for the MAGIC: *the Gathering* tournaments (I wanted to play a deck against Richard Garfield, which I got to do) but there was time to play RPGA events too, so I did. I particularly remember one round I played where Jean Rabe was judging. I had no idea what I was doing, as I hadn't read any of the 2nd edition AD&D® books at that point, but she did a great job of making me feel comfortable even though I felt way outclassed. After that con, I sent in the membership stuff and haven't looked back since.

Are you active in the RPGA in your area?

I'm the Treasurer of the Rocky Mountain Benefit Gamers Association, the group that puts on Ben Con every year. I go to most of the other local cons, too, when they don't conflict with Jewish holidays. I'm also a member of the PM Players, the best of all the RPGA clubs. (Hey, I don't get my own forum very often, let me plug things while I've got the chance!)

What makes a gaming experience memorable for you?

Good times, clever stories, interesting character interactions, and die rolls that couldn't have been scripted better.

Do you prefer classic or campaign tournaments?

I tend to prefer classic. The advantage of campaign is I know what I've got going in, and if I'm in the mood to play one of my characters, I can. My LIVING DEATH™ character is my favorite.

In classic though, you usually get more interesting character interactions, because they're scripted that way. Also, you usually can roleplay more, because people aren't as worried about getting to the end so they can get the magic stuff. Roleplaying is always more enjoyable to me than forcing my way through a storyline. I like getting into other people's heads to see how they think.

You are this year's "Best Of The Best" champion.

It's really been an honor. Since it's all done by the voting, it means it's my peers who [have] recognized me. My friends still tease me about it, though, calling me "BOB," but I've pretty much gotten used to that by now.

What was the competition itself like? Did you have any idea that you were the winner?

The competition itself was a three-round event, a format which I don't particularly care for. We weren't playing standard characters, either, but I had fun most of the time. I got to play with some really excellent players and judges, and that was probably the best part of the whole thing.

I really didn't know I had won until my name was called. I was sure it was one of two other people, and hoped I did well. At the awards ceremony, Robert Wiese named the second-place winner, and then said my name for first place. The next thing I remember I was back with my friends holding the trophy!

The other players were all good. But if I had to pick, say, four who made it "special," they would be (in alphabetical order): Klim Altman, Don Bingle, Drew Caldwell, and Doug Rosson. And I can't imagine having (judges) better than Tom Prusa, Jay Tummelson, and Stephen Wales, all judges par excellence. ■

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internet 101

BY ED GIBSON

A man's home is his castle. This saying holds true even more for superheroes, super-villains, evil cults and secretive government agencies. It's time to fire up your web browser again and start learning about proper design and construction of a secure base. First stop: 20th Century Castles, www.missilebases.com. This site offers an overview, pictures, and a list of properties for sale of abandoned "Cold War" military installations. These bases and missile silos are great templates for secret headquarters in your campaign. Use the pictures and details from this site to add realism to your designs and descriptions.

Our next stop is the Abandoned Missile Base VR Tour at www.xvt.com/users/kevink/silo/silo.html. The site was relatively slow and optimized for Netscape, so don't visit when you're in a hurry using Internet Explorer. But when you get there, the site has a great map and photo tour of an abandoned missile base. The map makes it easier to follow your progress through the base. The tour starts at the main entrance and leads you through the compound. Even though the complex is abandoned, you get a good idea of how the base looked when operational. The lights are mounted on shock-absorbing springs to prevent damage in case the complex was bombed, a far cry from the rows of fluorescent lights typically seen in movies. The tunnels are circular with metal flooring. Maintenance can be performed on wires and piping which runs underfoot by lifting the flooring. Racks on tunnel walls suspended spare materials off the floor because space was at a premium.

Another tour site can be found at http://www.ruralnet.net/~scotto/551-7-photo1.html. This is an Atlas F missile site and is smaller than the Titan I installation. The photographs are of good quality, but the presentation doesn't give the same feel as the previous site.

Yet another interesting site is at www.zilker.net/~crossley/AtlasE/index.html. This site involves the Crossley family's purchase of an Atlas E missile base and their progress in turning it into a home. It has some interesting reading about their struggle to open the 47-ton main door to their new home (could a hero force one of those monstrosities open?). Diagrams of the site and the buildings can serve as guidelines for your campaign.

The final site we'll cover this issue is Home Improvement for Missile Bases at members.tripod.com/kturnerga/silo.htm. This site includes pictures and diagrams which can be used when designing bases in your campaign. It discusses electrical and plumbing needs, two things which may be overlooked. Finally, it notes where the majority of the installations are located in the United States and mentions that they are not located near major cities because the air force didn't want to make a target of a metro area. It also provides an overview of the different types of missile bases and comments on the practicality of renovating a site for housing. Finally, this site has an excellent set of links to other web sites.

Since the breakup of the Soviet Union, it is hard to imagine the nuclear brinkmanship of the Cold War, climaxing in October 1962 with the Cuban Missile crisis. I suspect that few people reading this article were old enough to understand what was going on in those days; I know I wasn't. The arms race which led to the construction of these missile bases wasn't a time of heroes. Imagine yourself in one of these small launch control rooms for days on end, wondering if today would be the day you launched a nuclear missile at Russia... and what kind of world would remain afterward.

In case you may have one of these facilities in your vicinity, I will repeat the warning found on the web pages. These places are dangerous. Visiting one of these installations could lead to death, injury, long-term health problems, or criminal charges. Do not explore if you find one!

MORE LINKS

The Missile Silo: www.geocities.com/Area51/Corridor/4831. This site has a number of interesting links, including Silocam, which allows you to see what is happening in an Atlas F missile silo.

Silo-Net: www.ruralnet.net/~scotto/. This site contains the Atlas F tour mentioned earlier along with a variety of other information.

Siloworld: www.siloworld.com. This site provides information on multiple types of missile bases. While some of the sections are under construction, this is one of the best sites for pictures and diagrams.

That's all for this issue; if you have any questions or suggested sites, send them to polyhedron@wizards.com. ■

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rpga network clubs

HOW TO GET THE MOST OUT OF YOUR MEMBERSHIP

So you've played the game at the convention, paid the money, got the card, but now what? What good is your membership when convention season is over? The answer lies in the Network's Clubs Program.

What is a Network Club, you might ask? How is that different from my regular gaming club? It's not. In fact, your regular gaming club is exactly what we're looking for. The Network was built on a foundation of local gamers, coming together on a higher level. How your club is put together is up to you. Traditionally, the Network does not become involved in the running of you local club, and we like it that way. You probably will too.

Registering your club with the Network plugs you in to many benefits not normally available to the public. In fact, joining up with a Network Club gives you some benefits not available to most members!

Recently we revised the clubs program benefits, so there is even more for your club to take advantage of. Read on and see how you can make even more out of your RPGA membership.

Competing in Team Competitions. Clubs can compete in team tournaments sponsored by the Network, some of which are for Network Clubs only. Clubs (and teams) have their participation in team tournaments tracked over seasons, so the competition amongst clubs goes further than one tournament. The best teams receive recognition and prizes.

In addition, Clubs compete in the annual Network Club decathlon, which encourages well-rounded club contribution to the Network and to the community. The decathlon consists of three categories of game related events: tournament play, writing, and service. Top scoring clubs receive network wide acclaim and prizes galore. The decathlon is a great way to get your club to unite behind a goal, so take advantage of it. Decathlon rules are available on the website, in POLYHEDRON® issue 133, and by mail from HQ.

A Year of Adventures. Each registered paying club receives 12 rounds worth of adventures throughout the year. These rounds can be used at club meetings or at club game days at no extra cost. The tournaments are either specially written for the clubs program, or taken from the best of retired tournaments. Look for at least one campaign-affecting LIVING CITY™ scenario in the coming year.

Club mailings. Network Clubs also receive mailings from HQ about upcoming activities, service needs, decathlon standings, and other topics. Occasionally, we include product as well, which can be used for your Club's library, prizes, or just about anything you like.

Playtesting TSR Products. Network Clubs of a certain size will be allowed to playtest TSR products. Clubs which are interested should register with HQ and indicate the Guild level members who will be participating. Then, the club goes into a rotating pool, and whatever needs playtesting next will be sent to the club. The club generally has about a month to test and comment on the material.

Clubs that express an interest are trained in playtesting, so that the feedback received is helpful, and easy to interpret. Playtesting involves a secrecy agreement, which carries penalties too hideous to mention if you break it. You have been warned.

Special Club Events. Network Clubs also have the opportunity to participate in other events not normally available to the public. These might be held in conjunction with a convention or Game day, or may involve local retailers or other venues. Network Clubs should be rewarding to all involved, and special events can serve both the Network's interests, though increased exposure, and those of the club, by bringing in new members, and enriching the Network experience. More details on these events will become available as they are scheduled.

Continuous Member Improvement. The RPGA Network is dedicated to excellence in role-playing. As a member, you stand in company with some of the best players in the world. Through our Clubs program, we will also offer tips on better role-playing, on how to write better adventures, and on how to become better Judges, both for Network events and for your own games.

Registering. To register your gaming or sci-fi club with Network HQ, it must have a minimum of six (6) GUILD-LEVEL™ RPGA members. The rest of the members of your club may join as FELLOWSHIP-LEVEL™ (FREE) members or as GUILD-LEVEL members, but all persons in a registered club should be RPGA members. The only restriction that we place on club membership is that only GUILD-LEVEL members will be allowed to playtest TSR Products. This benefit is not available to Fellowship members.

Registering your club costs $20 a year. Renewals ideally should be done in the month that your club was registered. Friendly renewal notices will be sent to remind you to pay up. Aside from not paying the yearly fee, the only things which may cause your club to become unregistered are not maintaining at least six (6) GUILD-LEVEL members, violating Network policy or causing the Network's name or reputation to become damaged, or not telling us about contact information changes that we need to know about.

Club applications are available in the Membership Handbook and on the RPGA website. Get your friends together and get in on this enhanced level of RPGA membership activities. ■

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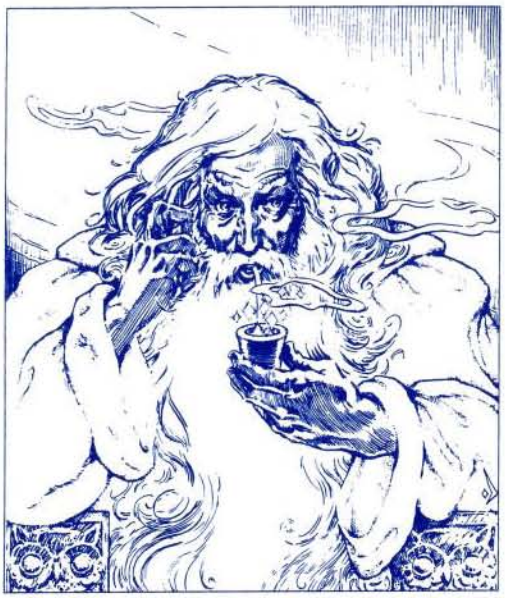
Middle Mukshar's fame is bathed in the spilled blood of Faerûn's most gloriously stupid inhabitants: adventurers. Year after year they come from afar to fight each other and die in this tiny land. Can't they waste their lives closer to home? Don't other places hold treasure not worth the price of seizing it?

Shuldribrand Mroster
Mage Royal of Zindalankh
In conversation with Volo
Year of the Arch



Our tour of the Border Kingdoms here examines a land infamous in ballads as 'the Land of Slaughtered Knights.' Most Faerûnians have heard such songs—but think it mere legend, or a place swept away long ago.

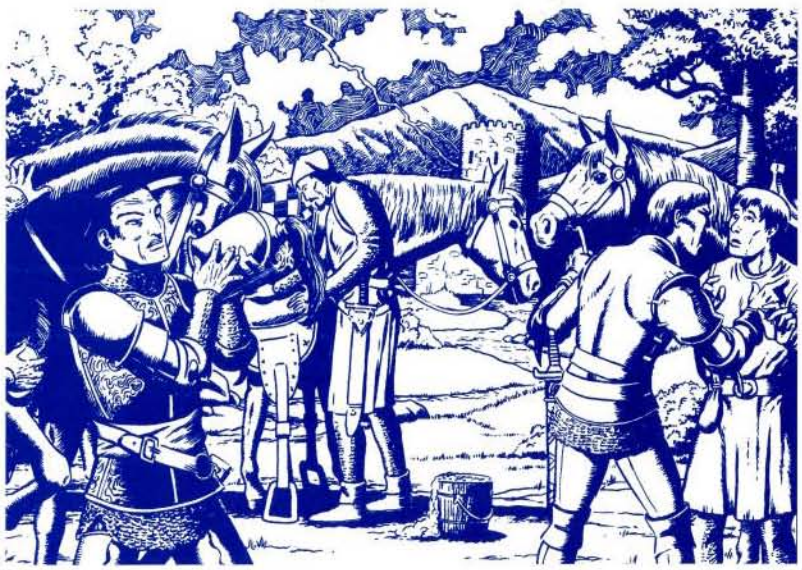
Travelers in Border realms who stray along the right—or, if you prefer, wrong—roads, however, soon come to know better. Some even survive the learning . . .

elminster's

A WAYFARERS GUIDE TO THE FORGOTTEN REALMS®

MIDDLE MUKSHAR

The Land of Slaughtered Knights is one of three lands named for their common origin. Mukshar was a farmland realm founded centuries ago (accounts differ as to just when) by the Tashlutan adventurer Myrammanas Mukshar. At its height, the sage Goldoanas of Arrabar described it as "rolling hills of sheep and goats beyond counting, guarded



by thunderously-galloping knights grander and better-armored than the best Cormyr can boast."

A just, stern man, Myrammanas was beloved by the warriors who'd adventured with him. Many settled in Mukshar and became his 'knights,' patrolling its borders ceaselessly to defend its oasis of plenty from rapacious adventurers and marauding predators. Borderers called the realm 'the Favored Hills' in those days, and looked to its cheeses, meat, and vegetables to feed them, and its wool to keep them warm.

This ended when King Myrammanas the Mighty died, leaving a decree that divided Mukshar into three lands, one for each of his sons. Only High Mukshar was ever ruled by one of them (the sly coward Rhalovar Mukshar, who was mysteriously stabbed to death at a party in Suldolphor during one of his debauched 'trading trips' to Calishite lands; Rhalovar reigned for seven years, truly ruled for perhaps forty days of that time, and died childless).

The other two fledgling realms, Middle Mukshar and Nether Mukshar, were conquered by adventuring bands within a month of their birth—and those usurpers were as promptly exterminated by the next would-be tyrant. All three Mukshars saw a bewildering succession of rulers thereafter; Middle Mukshar was the first to know an empty throne and long years of utter lawlessness. Only in recent decades has it again felt a ruling hand.

The hardy, battle-shrewd adventurer Clevdoarran Lharlmiir (LN hm W8), a Waterdhavian commoner, toured the Border Kingdoms after winning a modest fortune with his sword. He chose to make Middle Mukshar his home, defending its farmers as their 'Lord Protector,' at the head of an ever-growing band of warriors and 'low-spells' mages. He's disposed of countless monsters, several rival rulers, and a score of raiding adventuring bands.

Gaining the support of the wizard Baldrimar (the only notable—and mad—mage of Middle Mukshar) and the love of many local farmers he's defended against wolves, orcs, and worse, Clevdoarran has come to be regarded as the 'rightful' ruler of Middle Mukshar. That's not to say his

everwinking eye

BY ED GREENWOOD

authority extends much past the point of his sword, but even isolated farmers look with a friendly eye on the Black Falcon In Flight (Clevdoarran's badge), and light signal bonfires when they want him to come riding to their rescue.

Middle Mukshar is separated from druuth-haunted High Mukshar by the Tumblestone River—and from Nether Mukshar by the Vigilant, a dozen border-patrolling watchghosts normally invisible save for the scavenged helms and gauntlets they wear (which appear to float in midair). The Vigilant battle large predators and challenge all armed bands, turning back groups of more than a dozen—and persons they've recently seen as members of such groups. The Vigilant are the remnants of the loyal knights of Myrammanas. They were poisoned by the elven trader Ilrylym Isprathras within days of the 'Sundering Into Three,' along with the infant Gaeraland Mukshar, Lord of Middle Mukshar, whom they were guarding.

Through ballads like The Last Ride of Roelvelar Windgauntlet and the rollicking favorite Helms Full of Blood, folk of the wider Realms know Middle Mukshar as a pastoral battlefield where hundreds of adventuring bands come to seize the fabled Treasures of Tiirglaros (flying gems a-glow with mighty magic, that hover above a vast sea of gold coins), fight each other to the death—and are feasted on by the guardians of the treasure: a score of will-o'-wisps.

The truth is less grand than many bards paint it. Tiirglaros was a sly half-elven mercenary leader who enjoyed success in Calishite employ some centuries back. Left to guard too much wealth of a gold-rich satrap, Tiirglaros succumbed to the temptation to vanish with it. He perished as a twisted, transformed victim of the satrap's spells, turned from afar into a grotesque beast of mismatched limbs, hooves, and jaws—something resembling a mongrelman. His treasure (really nothing more than thousands upon thousands of gold coins) lies strewn along the ground in the refuge he reached before he died: a narrow cleft amid the highest hills of Middle Mukshar. Wind often moans eerily in Tiirglarod Vale—but the sixteen will o' wisps who dwell there (how Elminster knows their number is another of the many mysteries that cling to him like an ever-lengthening cloak) don't seem to mind.

A land of rolling meadows and stony soil, Middle Mukshar is home to many small, family-held steads (marked by field walls of heaped stone rubble), given over to the growing of parsnips, potatoes and other 'root crops,' and to sheep farming. Many small woodlots and gardens can be found along its winding lanes (which are entirely bereft of signposts), and a visitor will search in vain for any proper settlements or even an inn.

Thanks to the strife that holds sway in the land, Mid-Muksharran (sturdy, capable humans and halflings, with a smattering of gnomes and half-elves) avoid building clusters of homes around mills and markets. Instead, they gather wherever lanes meet, and from there go to the 'forebarn' of the nearest steading whose inhabitants are willing to let them in, to transact business (or exchange gossip). Most steads make a steady income selling cheese, bread, beer and sleeping-space to passersby—as well as arms, armor, and gear salvaged from fallen adventurers.

Each year, hundreds of new adventurers come riding into Middle Mukshar, lured by tales of Tiirglaros. Their swords and spells aren't, however, the only peril of the realm—which largely lacks the exposed rockfaces, caverns, and mineral wealth of High Mukshar, but unfortunately doesn't largely lack the attentions of the druuth.

The druuth of High Mukshar are hunting bands of four to six dopplegangers, each led by a mind flayer. At least four druuth range over that emptied, shattered realm—and often raid into Middle Mukshar, employing disguises so as to remain as unidentified as possible.

Adventurers who battle the druuth, the Lord Protector, or rival adventurers soon discover another important feature of the realm: Middle Mukshar is studded by many small, invisible, stationary wild magic areas (possibly the origin of the widespread belief that the Border Kingdoms are rife with wild magic born of a struggle between the gods Azuth and Savras). These areas have 'sharp' borders: one step can take a mage from chaos into normal spellcasting.

Only one person seems to somehow know just where these boundaries are: the crazed mage Baldrimar. No one knows whence he came, but he now spends much time drifting around the realm in wraithform. He likes to scare, frustrate, lure or chase hostile or battle-ready intruders, and for this purpose favors creating helmed horrors (which he hides amid the many phantom knights, multiple mirror images, that he uses as lures). A slightly tipsy Baldrimar once revealed to a sage that he was in Middle Mukshar because he'd "almost found the last few fragments and enchantments, look you, of the most awesome magic Faerûn has ever known." Just what this 'awesome magic' is, Baldrimar declined to say—then or since.

Why venture into so many dangers? Well, a lot of adventurers' treasure is hidden in Middle Mukshar (usually buried in cooking-pots or the like), within one wild magic area or another; those who leave it tend to think such areas prevent others from using magic to find and steal hidden wealth. Cynical folk (such as Elminster) have been heard to observe that such precautions matter little when treasure-buriers so seldom survive more than a season or so, at most; dead men spend few coins.

The steadings of Middle Mukshar, of course, hide many smaller amounts of coinage gleaned from fallen adventurers—but also hold a surprising range of deadly weaponry (often stored in nasty, waiting traps). ■

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politics in

BY WILLIAM RONALD

There is a saying in my campaign world that with one person you have solitude, with two, company, and with three, politics. Regardless of what type of game you play (fantasy or science fiction) or character level (low, middle, high, or ultra-high), politics will complicate your campaign. There are challenges and rewards for both players and game masters when politics arise in your campaign.

Politics can be used as a plot device regardless of the experience of your players or the level of their characters. In some settings, such as the BIRTHRIGHT® campaign setting for the AD&D® game, players may begin with characters who are politically powerful. Such characters will often face tasks that would normally fall to more powerful characters. For example, a noble may have to quell a rebellion, or go on a diplomatic mission that may lead to an adventure. Well-connected characters in the SHADOWRUN game or the ALTERNITY® Science-fiction Roleplaying Game may find themselves having similar missions. A new, but politically powerful, character may find that wits are the best weapons. Similarly, politics can be a new area for established characters to explore. It also presents problems that cannot always be solved with a sword.

One good technique that game masters can use is to ask five important questions about the major NPCs in the campaign (or PCs): Who? What? Where? Why? When? How? This simple framework allows players and game masters to try to determine the motivations of their rivals and — if they are honest — themselves.

A simple example from the Marvel Super Heroes game shows how this technique can work in any setting. Consider Professor Charles Xavier, founder of the X-Men. Sample answers to these questions would include that he seeks to promote peace and justice between mutants and normal humans. Why? A history of seeing bigotry at its worst. When? As soon as possible, but willing to work for long term success despite frequent setbacks. How? By having the X-Men oppose human and mutant extremists, while trying to educate the public that mutants deserve an equal place in society, free from fear and prejudice.

TESTING THE WATERS, LEARNING TO CRAWL

Sometimes, a character is drawn into politics, stumbling into a plot, and has to learn quickly or perish. See the works of Alexandre Dumas, especially *The Three Musketeers*. Even Robert E. Howard's Conan found himself entangled in court intrigue, often avoiding an assassin's blade before hunting down his true enemy.

In some games, a noble or other political character may appear as an ally but be a manipulator. He may try to be bringing about the party's doom, in some of the more melodramatic scenarios. However, he may try to manipulate the party into accomplishing some task. It may even be something he deems to the party's good. However, it is in the player's interest that the party never learns the truth. Moral: It is one thing to trick your enemies. It is another —and more dangerous thing — to trick your friends. This technique, if overly used, can create character and player friction.

Even if a group of low-level characters has no political characters, politics can still be a part of their lives. Imagine a group of adventurers in a fantasy campaign that arrives in a small village. The mayor and some of his allies wish to hire a band of adventurers to deal with bandit raids. Others may want to ask the duke to send in troops, seeking to curry favor with him and discredit their opponents. One faction may be secretly working with the bandits by encouraging the discord. Many people may be unsure of what to do about the problem. The characters have stumbled into local politics. They may end up being used as pawns by various factions. They may even find some friends and make a few enemies as well.

Finding reliable sources of information may be an adventure in itself. Not all inns and taverns are good sources of reliable information. Generally, talking to someone with a similar background (race, class, religious faith) as your character may be a good idea. Even if the NPC does not have any valuable information, he or she may refer you to someone who does.

Another common mistake is always to assume that someone is out to get you. It is better to keep an open but skeptical mind until you can gather some facts. In the above bandit-raid adventure, some of the people who want to call in the duke's troops may legitimately believe it is the best option. Someone who is trying to "call in the cavalry" to curry favor with the duke may oppose the party in any number of ways. He may try to paint them as incompetent or, in extreme cases, try to sabotage the party. This can range from setting up an ambush, to more subtle tactics such as selling the heroes shoddy equipment. Or worse, one of the people helping the party is working for the other side. The duke may well have his own agenda. He may want the village to solve its own problems, as he may have to commit his soldiers elsewhere. He might be indifferent or oblivious to a faction's political goals in the village. At worst, he might have set up the bandit raids to blame them on a neighboring rival. A few well placed questions (or bribes) may help the party determine the truth.

There are different consequences for the party if they succeed in their mission. They could find the faction that opposed them discredited, or finally won over to their side. The duke, assuming he is not using the bandits for his own end, may hear of the heroes' victory. He may seek to reward them or possibly send them on a mission.

Success can breed jealously. There may be people who feel they are displaced by the young heroes. They may chal-

lenge the characters to a duel, or try to upstage them in some way. Or they may decide to complicate the character's lives in other ways. Failure has its own consequences. The characters may find themselves and their allies discredited, perhaps even being run out of the town. They may even find that their reputation follows them down the road, and may have trouble finding employment as adventurers.

Similarly, character behavior — regardless of character level— will have an impact on a party. If characters gain a reputation for getting a difficult job done, or being very astute in uncovering plots, they may gain the respect of potential employers and allies. Characters who bumble a mission may find the door slammed in their face when they ask for help.

MAKING A STAND

As characters become more powerful and prominent, they face new challenges and opportunities. The characters may find that "the enemy of my friend is my enemy", as they seek to help a benefactor. This help may consist of anything from a simple raid to trying to discredit your ally's foes, spying, or just try to keep him occupied while your friend is doing something else.

A danger player characters must watch for are people who will try to use them as a way to discredit allies. An enemy could frame a character or a group of characters for a horrendous crime. The characters may not even be the target; the plot may be aimed at an ally and his reputation. The characters would then have the goals of clearing their names, restoring their ally's reputation, and trying to expose their enemy.

More experienced characters also may be given additional rewards for their efforts. They may receive grants of land, titles, business contracts, as well as additional access to power. They may find themselves formally recruited into an organization (order of knighthood, a major corporation, or intelligence network).

The characters may also see some of the benefits of fame. They may have reputations in a large area, perhaps even a nation, as heroes (or scoundrels.) They may find people willing to help them out because of their deeds and associates. They may also find rivals who are seeking power and position, who need not always be enemies. In my campaign world, two rival adventuring bands have repeatedly joined forces in the last 16 years to fight common enemies. Despite bad memories and egos, they have saved the day—and their world—several times.

HEAVY IS THE HEAD THAT WEARS THE CROWN

At upper levels, the dangers and the rewards are greater. Characters may be called in to solve such problems as rescuing a kidnapped leader, or preventing a major war from coming to pass. They may become national champions, or leaders of powerful organizations who literally hold their nation's fate in their hands.

A delegation of prominent characters may lead a diplomatic mission. They may try to win over allies for an upcoming war. This could require a combination of good roleplaying and a heroic quest or two. They may be sent in to enemy territory, trying to uncover their foe's hidden agenda. Then comes the task of gathering your allies and trying to keep potential adversaries as neutral powers.

Politics has been called the pursuit of war by other means. Even in wartime, there are several things for characters to do besides fight battles. They may try to keep morale up on the home front and uncover enemy plots. They may be asked to recruit troops, train soldiers, make war plans, or lead armies to victory. Similarly, there are things which can be done in war to isolate your enemies. You may help arrange a coup in an allied nation to help open up an invasion route and deny an enemy resources. For example, I recall that an old Dragon Magazine adventure for the Marvel Super-Heroes game had a group of WWII heroes uncover the plots of a ring of Nazi saboteurs in New York.

Characters may find that they are on one of several paths to power. Assassination and coups are obvious ones, but have the danger in that they encourage similar efforts down the road. A character may be positioned to become the "heir apparent" because of his or her deeds, or a character may feel the need to remove an unjust or incompetent ruler. In some cases, a character may have to pick up the pieces from someone else's failure.

Power is rarely absolute in any society. Even a king has to consider the impacts of his actions on those around him. A country's culture and traditions will affect what a character can realistically accomplish. Is it a democracy, where issues are debated and consensus is sought? Do the people expect that their leaders to be firm dictators? Reformers may have some problems in the latter society. It gets even more interesting if the people want changes and certain elements in society do not want any change. The fall of the Soviet Union is a good model for this kind of scenario.

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Leaders may find that they have to choose among goals that conflict with each other to varying degrees. A good example is the old "guns and butter" debate on whether a nation should devote more resources to defense or consumer goods. This can lead to disagreements among leaders, concern among common citizens, and worries from other nations.

In the end, leaders may find they need strong allies to help accomplish their goals. This can range from other nations to other political leaders to someone new to the political scene. As a character running a city, a kingdom, or a stellar nation, you may find that your world once again has a need for heroes.

Remember, though, that no matter how political and complex you make the scenario, the players want their characters to succeed, either as heroes or as anti-heroes (or maybe as villains, depending on your campaign). Politics can be a great tool, so long as fun is not compromised.

RECOMMENDED READING LIST:

Asimov, Isaac, The Foundation Trilogy. There is the politics of the Galactic Empire, the internal politics of the Foundation, and its relationships with other "stellar nations." Particularly good for the ALTERNITY Science Fiction Roleplaying Game and other science fiction games.

Cherryh, C.J., The Paladin. This fantasy novel, with its Oriental theme, focuses on the overthrow of a tyrant by a peasant woman and a disgraced nobleman.

Dumas, Alexandre, The Three Musketeers, The Count of Monte Cristo. Political scheming and sword play, an excellent source of material. Also, a must for swashbucklers.

Herbert, Frank: Dune, and its sequels. Although the setting is science fiction, the politics is feudal in nature. The book also shows how religion and politics can interact, as they do in the story of Paul Atreides.

Jordan, Robert: The Wheel of Time series. One of the more interesting aspects of this series is how people fall, sometimes literally, into political concerns. The court intrigue in several of the books is quite applicable to many fantasy settings.

LeGuin, Ursula K., The Dispossessed. This science fiction novel details a number of political systems, and shows how one individual can inadvertently affect political change.

Machiavelli, The Prince. Although the politics of the Italian Renaissance may not work in all settings, it is a useful reference for many campaigns. It should be noted that it is up to referees as to how politics works in their world.

Tolkien, J.R.R., The Lord of the Rings. There are some political aspects to this fantasy epic. Besides the role of the evil counselor derisively called Wormtongue, there is the political issue of who will rule Gondor. ■

intrigue in raam

BY DEVON SCHILLER

AN AD&D ADVENTURE FOR LEVELS 7-9

A city in turmoil is the setting for this adventure. The prior ruler, a tyrant, is dead, and the various factions of the city work to overthrow the last of her influences and establish a more just ruler. The characters become involved in the politics of this upheaval.

It is the 191st Kings Age, after the Cerulean War. The sorcerer-queen of Raam has been killed and Raam has fallen into turmoil. The political intrigue is high as various parties fight for leadership. The PCs try to aid the Veiled Alliance of Raam in taking control of the now highly chaotic and ungoverned city-state. They will have to suppress the other factions fighting for rulership, defend themselves against the opposition parties; defend their Veiled Alliance contact, convince the citizens of Raam that they are the 'good guys,' and take control of Raam.

Originally set in the DARK SUN® Campaign setting, this adventure can be run as written or easily adapted to your own campaign. To place it in your campaign, you will need to "massage" the background a little to fit the particulars of your world. It works best in a desert or similar terrain far from the main parts of the campaign world. In the FORGOTTEN REALMS® Campaign setting it could be placed in Anauroch, for example.

Psionics are referenced throughout the adventure. If you are using this in the DARK SUN setting, you will use them. If you are adapting this adventure for another campaign, you can either just ignore psionic references or make the NPCs with psionic powers into wizards with spells.

Much of the original DARK SUN terminology is kept, so here is a quick guide to terms:

Templar: priests in the service of the ruler. In the DARK SUN setting they gain powers from the ruler as if from a god, but you can have them worship any god of your campaign world which seems appropriate to their aims.

Preservers and Defilers: wizardly magic destroyed the planet of Athas, making it a hardsh desert. Defilers are those wizards who use the magic which leeches the land, and preservers are those who use the magic that restores or does not leech the land. You can make both of these into general wizards in other campaign settings.

Text appearing in orange can be read to the players or paraphrased.

INTRODUCTION (PRELUDE)

Begin the adventure with this section.

It is one year after the Cerulean War. The city-state of Raam, once ruled by the mad sorcerer queen Abalach-Re, has now fallen into extreme turmoil. With the sorcerer queen now dead, the templars have lost all of their powers. No one is in command and thus the city guard has fallen into disarray, leaving room for rioting and revolt. Since then, chaos has truly ensued. Riots and fighting are commonplace. Various factions are fighting for control of Raam.

At this point, you will have to get the characters hooked up to the Veiled Alliance faction. This faction normally operates secretly, and is generally good in motives. The faction has been fighting to free the world from the sorceror-kings for generations. The contact that the characters need to meet is a man named Kindar, who should not be known to the characters in advance.

THE VEILED ALLIANCE

The Veiled Alliance is a secret group of preservers who oppose defilers and the sorcerer-kings and protect other preservers. There is a different Veiled Alliance in each city-state. Their methods are usually more secret and gradual. The Alliance is made up of various cells. The first rank cells have contacts with the main council and with the second rank cells just below them; the second rank cells have contacts with the first rank cell just above them and with the third rank cells below them, etc. The Veiled Alliance is disliked by the public. This is due to the fact that the populous blames all wizards for the destruction of Athas, not just the defilers. For this reason they work underground, using hand and sentence signals to communicate. Three such signals follow. For more information see the Veiled Alliance accessory.

For general recognition in a casual conversation- The first speaker says "My father is a templar". The listener responds with "My mother is a gardener". The first speaker finishes the recognition with "You come of good stock."

Silent general recognition- The person holds their hand up with the two middle fingers pressed together and the first and little fingers held apart from them slightly. The other person can respond with the same thing or, more commonly, a direct stare or nod.

If a person seeks contact- Rub the left hand across the bottom of one's face and mouth, as if one was imitating a veil.

ENCOUNTER ONE

The main purpose of this encounter is to give the PCs a clear sense of their mission and to introduce them to Raam and to the Veiled Alliance.

You walk down a bustling street in Raam. Vendors are selling their various wares. People of all races imaginable are scurrying to one place or another. The mighty sun is beating down on your heads with its sweltering heat. You follow the directions a Veiled Alliance member passed on to you last night when he asked you to meet with Kindar. You turn right and walk down a thin sand-swept alley . At the end of the alley you find a white, plastered-adobe building.

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A thin wooden door faces you. Supposedly, this is the place where Kindar is going to meet you.

The PCs must try to get a response from within the house. The Veiled Alliance code phrase would work (My father is a templar (PCs). My mother is a gardener (Response from within the house). You come of good stock (PCs). A series of four fast knocks would also work or if they put both their palms out (towards the door) in the elven form of greeting. If they break down the door by any means, they will be greeted by an angry response, and some quick explanations may be in order.

When they do one of the above present the following.

The wooden door swings outward on half destroyed hinges. A gladiator appears in the entrance and you can only see darkness behind him. He is clothed in scale mail. He has the characteristics of any gladiator: the chiseled muscles, bald head, etc. In his right hand he hefts a steel battle axe, most definitely quite comfortable with it. You have never seen so much metal in one weapon before; it must truly be an item of some power. He looks you up and down, grunts, and then says: "Greetings, my friends. I am Dor, the guardian of this place. I am pleased that you could make it."

Pause for a response. Dor replies in a kind, but gruff way. He then bids them to follow him. He leads them down a short and windy staircase. It is quite dark and the PCs with infravision do not have time for it to take effect. He will make conversation with them, but only in short simple phrases, as if he doesn't really want to talk to them or have anything to do with them.

As you reach the bottom of the stairs you are lead down a short and very dark corridor. Dor stops and opens another door, allowing a stream of light into the passageway and sending various t'rank scurrying for cover. You can barely make out their light green scales and gleaming red eyes. As they pass you hear a light clicking sound coming from their mouths, obviously a territorial sign. He stands to the side and bids you enter. You file into the room and look about it. It is small, musty, and made out of a dark stone that seems to absorb all of the light. It smells of lamp oil. In the center of the room lies a small desk, covered in parchments. A lamp rests upon it. Behind the desk sits an elf. He is tall, even for an elf; has a beard streaked with white and long hair of the same. He is lanky but fairly muscled. Deep circles surround his eyes. He appears very tired. As the elf looks up towards you, Dor gently closes the door behind you.

Kindar will welcome them warmly. He is obviously greatly relieved to see them. He will ask them how they are and make small talk for a few minutes (the weather, how a local bar is doing these days, how Nora looks as wonderful as ever, etc.). He will then draw himself in and become deadly serious. Over the next while he will describe to them the current situation in Raam and what he requires the PCs to do. Hopefully they will agree to help. Have him suggest that they could begin their mission at the Sunbathing Inix Bar, an establishment just down the street. He can tell them that it is where Toranthis is rumored to stay often.

"As I am sure you have seen, Raam has fallen into extreme political turmoil. Various factions are biding for the place of Abalach-Re, the Great Vizier. The Veiled Alliance is, of course, one of these factions. We must gain control; return Raam to order; and then help the city towards the changes that it greatly requires. Please, we need your help!

"The factions are mainly the merchants, an ex-gladiator who represents the slave population, the nobles, and of course the templars. The templars are the real problem. They have many connections, many followers, many who believe that they could lead or who fear them. Some have begun to learn the powers of the elements and yet others are becoming amazing warriors. These are who we must strike out at. If we can break them we can easily bring the others into our views. Unfortunately, we have no idea where they're organizing or who their leader is.

"The merchants are really powerless. They simply stand for the conversion of Raam into a giant trade center. They do not have much backing and are afraid to come out into the open because of the templars.

"The ex-gladiator's name is Toranthis. He is strongly against the merchants and the nobles. He wants the slaves freed immediately and will do almost anything to get his way. He has the backing of all those ex-slaves in the city-state, the families of slaves, fighters for freedom, and, of course, the slaves. He is a fighter, but seems to me to be a basically kind and reasonable man.

"The nobles? Oh, all they want is to sit on their back sides; have their slaves do the work; get rich; and eat often. We need not fear them!"

Kindar, em W16 (Preserver): AL LG; AC 8; MV 12; hp 64; THACO 15; #AT 1; Dmg 1d6 (staff); SA spells; SD spells; MR nil; SZ M; ML 13.

Equipment: *wand of lightning* (10 charges), *potion (fruit) of extra healing, ring of invisibility*

Spells per day: 5/5/5/5/5/3/2/1

Kindar has been a member of the Veiled Alliance of Raam for over forty years. He is now on the Council and his opinion is highly respected. Of late he has been over-worked and has fallen ill as a result. This by no means dampens his abilities. He is a very kind and generous soul and is willing to listen to someone talk for hours about his or her problems. He will then think it over and give some tidbit of advice, usually seeming brilliant at the time but later appearing perfectly simple. He is a true friend and usually has a spare shoulder built to be leaned on. Due to his looks and age he may appear fragile. This is not the case, far from it. In reality he is a very powerful

wizard and is perfectly willing to use that power for his cause, a cause in which he strongly believes.

Dor, hm F14 (Gladiator): AL LG; AC 2 (scale mail); MV 9; hp 105; THAC0 5; #AT 3; Dmg 3d8+5 (steel great battle axe); SA specialized in great battle axe; SD nil; MR nil; Str 18.55; SZ M; ML 16.

Equipment: ring of protection +2

Dor has been in the service of Kindar since he was a teenager. Kindar freed him from slavery and the gladiator pledged his life to him and to his cause. Since then, he has grown fiercely loyal and is perfectly willing to die for his companion and friend. Dor doesn't talk much. He much prefers to show his feelings and opinions by direct action. By this he may seem mean or cruel, but is nothing of the sort. He can be gruff and brisk at times, but he means well. Over time he warms up a great deal. He also is an amazing fighter, one would not want to get on his bad side.

Present the following once the PCs' conversation with Kindar is done and he has said farewell and wished them luck.

You leave the musty room and once again enter the dark and tight corridor beyond. Dor leads the way and opens the door to the outside world. He wishes you well and eases the door shut behind you. You exit out into Raam, and are surprised to find night has fallen. The only light is that of Ral and Guthay, which shed a bluish luminescence upon the now cool desert world of Athas. Most of the venders have gone home for the night and the streets are nowhere near as bustling.

Allow the PCs time to discuss a course of action. There is a bar nearby that seems to be open and still bustling. They might learn of the templar headquarters there, if they ask around. Let them walk for awhile then play the next encounter. If they head for the bar, which is Encounter III, play Encounter II on their way.

ENCOUNTER TWO

In this encounter the PCs are attacked by a pair of assassins that have been hired by the templars. The templars have learned of the PCs' involvement, and have been tracking them. This encounter should "wake them up" and show them that this is for real: the templars' agents mean business and won't negotiate. It should even scare them a little. Present the following when you begin the encounter.

As you walk, the street appears to get narrower. You suddenly find yourself at a dead end. A solid wall of adobe brick is right before you. This alley is a mere ten feet across and is swept high with desert sand. You must have made a wrong turn somewhere. As you spin to head out of the alleyway you are confronted by a fifteen-foot long centipede with a hard exoskeleton, a segmented back, and uncountable numbers of small clicking legs. Panic grasps you! That is no centipede! That is a cilops, a relentless hunter used by the templars! The templars! You hear a shriek behind you and you swivel. Appearing out of nowhere are two tall and muscled men. One wears a tight fitting black outfit, obviously allowing total of freedom of movement but providing many hiding places. The other is clothed in a tight skirt of sorts and his arms are encircled by snake-like metal bands. His chest tightens as he brings his trikal to bear. The other readies his wooden sword as he hisses through clenched teeth: "Veiled Alliance scum! I have greatly looked forward to this meeting. In the name of Ckladish you shall die!" You are cornered between them and two twenty foot high walls!

The two assassins fight until they are each down to ten hit points, at which point they once again vanish through the surrounding walls. The cilops will fight until dead. The sudden alleyway was caused by an illusionary wall spell that Orkak cast. This is why they can suddenly appear and disappear. If you wish you can have the PCs make an Intelligence Check to see if they notice. They can also make an attempt to dispel illusion. This information might be used to their advantage.

Wiendar, templar hired assassin, hm F10 (Gladiator): AL CE; AC 4; MV 12; hp 100; THAC0 10; #AT 3; Dmg 1d10+2 (trikal); SA specialized in trikal, can use martial arts attacks; SD nil; MR nil; SZ M; ML 15.

Equipment: *bracers of defense AC 4*, Trikal, 20 gp

Wiendar is a cruel and vicious man, loving nothing more than the crunch of bone and the smell of blood in the gladiatorial games. He quickly grew bored with these, however, and "expanded his horizons." He found favor with the powerful templars (at that time Abalach-Re was still alive) and quickly became a commonly used method to terminate unnecessary people. He now fights for them with the hope that they will gain control over the city-state (he is, of course, also very well paid). If the PCs capture or subdue him, and then question him, he will act very sure of himself and will fill the air with curses at their meddlesome hides. He will tell them only that they might learn more at the Sunbathing Inix Bar. Other than that he knows little and would rather die than tell.

Orkak, templar hired assassin, em B13: AL NE; AC 6; MV 12; hp 66; THAC0 14; #AT 1; Dmg 1d8 (long sword) or 1d4 (poisoned dagger); SA thief skills, spells, paralytic poison; SD nil; MR nil; SZ M; ML 15.

Spells: 1st level- burning hands, cantrip, magic missile; 2nd level- darkness 15' radius, glitterdust, invisibility; 3rd level- dispel magic, feign death, lightning bolt; 4th level- dimension door, illusionary wall; 5th level- passwall

Equipment: Outfit of Mekillot hide (this allows the wearer to conceal all objects on his person with 75% chance of success), spell components, vial of Type O poison, spellbook, a small silver flute worth 2 gp, 20 gp

Orkak is a man to be reckoned with. He sees himself as a very powerful man. He is ambitious and extremely self centered. All he wants is gold and power. For this reason he works for the templars. He believes that if they gain control over Raam he will gain the power he has so desired. He has the same attitude about talking to the PCs as Wiendar.

Cilops: AL N; AC 3 (chitinous hide); MV 15; HD 6; hp 40; THAC0 15; #AT 1; Dmg 2d6 (pincers); SA see below; SD nil; MR nil; SZ L (15'); ML 17.

SA: While listed as only one attack, the cilops may attempt to bite three times. If the first set of pincers hit its target, the second and third sets automatically hit for 3d6 each. If the first set misses, then the cilops may attempt with the

02 .....YOUR INITIAVE
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second set. If this set hits, then the third set automatically hits for 2d6 points of damage. The cilops may also attack with its antennae in an attempt to stun an opponent. If successful the victim must make a saving throw vs. paralysis. If they fail they suffer a shock to the nervous system and are stunned for one turn.

ENCOUNTER THREE

This encounter can be changed in any way to fit the actions of the characters. As shown here it is in a bar called the Sunbathing Inix. This place was hinted at by Kindar, when they left Kindar's hideout and, possibly, with Encounter Two. However, the information acquired here could be found at a store or from asking around. It doesn't really matter. Just make sure at some point the PCs meet with Toranthis. The information found here will tell the characters where the templars' main base is located and a bit about it. With that they should be able to deal with the templars and then they can move on to dealing with the other parties biding for power over Raam. This encounter takes place soon after Encounter Two.

You walk down the almost empty street. Beggars can be found lining the outer edges and in the alleys, although most others have gone home for the day. It is dark, Ral and Guthay are almost to the zenith in the sky. On your left stands what you seek, the Sunbathing Inix Bar. Above the door is a wooden sign depicting an inix with a foaming tankard in its hand under the mighty sun.

As you enter you are assailed by sight and smell. This spot in Raam must be nocturnal. It smells of sweat and bodies, accentuated by that of strong drink. In the far corner is the bar. A tall elven woman stands behind it handing drinks to some, accepting money from others, and yet talking with yet another. At the door to the back room, behind the bar, stands a large and hairy half-giant guard, watching over the room. Tables are splayed across the small room in no apparent order, and creatures of all races laugh, talk, and make deals over food and drink.

If the characters approach the bar, they are slowed by the density of the crowd but make it to Mila, the bartender. If they approach various others, you can use some of the given personalities or you are free to do almost whatever you want. Just make sure to give each person an interesting, if slightly drunk, character.

MILA

You head for the bar, swinging this way and that to avoid the scattering of tables and various people. Surprisingly, the bar is quite crowded. You push your way through the line of people standing at the bar and face the bartender. She is elven and stands nearly seven and a half feet tall (about five feet five outside of the Dark Sun campaign). She wears her gleaming blond hair in a ponytail that goes almost to her knees. She is clothed in a patched and raggedy tunic and wears tight inix-hide leggings, dyed a brilliant yellow. She is adorned by silver earrings, running up the edge of her whole ears, and various bands encircle her slim arms. She turns her attention towards you as you approach, smiles, and winks her left eye.

The best way to get her to talk is to order food and drink. She has no menu but can tell you what she has. In drink she has everything imaginable, from Asticles Wine to the fruity

Sunbathing Inix Cocktail. Tonight her special is fillet of inix with a sort of spicy sauce. The PCs may engage in conversation with her, she loves to talk and loves to listen, although she knows little substantial or important fact.

SAMPLE DIALOGUE

"Can I get ye all a drink. I'll be having anythin' you can be imaginin'. Ye name it and the Sunbathing Inix has it."

"Ye wantin' to be talkin' ye say. We'll I'll be as good as any at that." (The patrons roar their agreement.)

"Ye want to learn of the templars ye say. Well I'll not be knowin' too much about that 'un. All this political stuff doesn't really affect me, so why should I bein' a worryin' about it. Of course, if ye are really lookin' to know, then I suggest you talk to ol' Toranth'. He be a 'nowing plenty about all that. Ye see, he be involved in it a somehow."

Mila knows nothing about the political intrigue or about any of the various factions. She will talk about anything, however. If the PCs persist then she will point them to Toranthis (the PCs should recognize the name as that of the slave faction leader), who drinks in the semi-privacy of a small corner booth.

Various sample dialogue from an assortment of patrons

An old dwarf who smells strongly of drink: "What do ye want! Get out of my face! Can't ye see that I'm busy getting drunk here!"

A beautiful half-elven woman, who wears none too much clothing: "Looking for a good time boys? I've got me a place just down the street.... What! Well, I'll go where my ample talents are wanted!"

An extremely sober, but highly depressed gladiator: "What? Oh, its just been a very hard day. Looking for some information about the templars? Yea, you sorta look like those harper and veiled alliance types. Well, I suggest going over and asking Toranthis. He seems to know about this sorta thing. No, drink wouldn't help!"

A rather outraged thri-kreen, who happens to be verbally fighting one of the other patrons. The PCs accindentally bump into his rather large carapace: "Go to

the Abyss bud! What by the light of Ral do you think you're looking at! Do you like have a 'becoming dinner' wish or something!"

TORANTHIS

You swerve past various tables, finally arriving at the corner booth. There sits who you assume is Toranthis. He is a human gladiator, of highly muscled build. He wears a cloak but it is pulled back to reveal his chest and the sharp weapons attached to his belt. He must be an ex-slave, for there are the characteristic whip marks strung across his mighty arms, face, and chest. There is also a scar running from the bottom of one ear to his chin. His eyes are scanning the room, scrutinizing each of the patrons in turn, apparently able to tell the person's thoughts. The gladiator's face is like a blank slate, not shedding any hint of his emotions or feelings. As you approach, he turns his eyes upward to regard you.

Toranthis, although serious and slightly depressed with the current nature of Raam, is perfectly willing to talk with the PCs. If they wish him on their side, it is a simple enough task. All he wants is the slaves to be free. He knows that he, by himself, cannot do it. Thus once he sees that the PCs are good and strong people, he will agree to side with them and the Veiled Alliance.

Toranthis is a bit gruff, like any gladiator, and he is emotionally scarred by his many years as a slave. Due to this he will not discuss anything of the past and will allow a slight snarl to emit whenever the subject is the templars. He hates these with a passion. Basically he is a kind and intelligent person, often surprising people since his looks hint otherwise.

He will ask questions and will talk. He is a curious person. The different races and cultures fascinate him. He is extremely knowledgeable of things of gladiatorial nature but refuses to talk of these.

"Their leader is a man named Ckladish. He is a powerful defiler, one of the ex-tyrant Abalach-Re's favorites. He is utterly ruthless and will stop at nothing to gain the now empty throne of Raam. He will use assassins or others to do his handiwork for him. I fear that he might succeed and that Raam will fall into even greater evil and chaos, and that the slaves of this city-state will never be freed.

"They lay in hiding under a building near Elven Square. They fear that if they show themselves then the citizens will tear them apart. They are only waiting, biding their time, before they attack and take Raam for their own. I have heard rumors that to enter the hideout requires answering some form of riddle and that you must answer correctly before the magical doorway will let you pass. Beware that riddle! The hideout is under the Shimmering Sands Inn. I must warn you, however, that if you get passed the riddle then you may not survive. Ckladish is most powerful and will not hesitate to destroy you. What is it you plan to do?"

ENCOUNTER FOUR

In this encounter the PCs will go to the Shimmering Sands Inn, in Elven Square, and hopefully find a way into the templar headquarters. There they will negotiate, which is almost impossible, or, more likely, fight to the death. The PCs may go to the Shimmering Sands Inn immediately after they learn of its existence from Toranthis (it is open all the time).

Rooms for the night were available from Mila or they could have found lodging at a hundred other places. If they spend the night resting then they get to pick new spells and perhaps refill any psionic strength points lost.

You set off for the Shimmering Sands Inn. It is easy to find Elven Square, for you can hear the sounds of bartering elves for many city blocks. When you finally reach the square you see that it is bustling with people. Elves try to rip off their latest customers, thieves busily practice their trade to the dismay of many a merchant, and other creatures of all races including gith, half-giant, thri-kreen, and even a pterran scurry here and there. On the far side of the square you catch sight of the subject of your search. You head that way, weaving through the various vending stalls and peoples. You finally push yourselves through the door.

THE SHIMMERING SANDS INN

It is a small and musty place crammed to overflowing with demi-human bodies. It is also one of the louder places you have visited, for people cheer and yell curses at each other. On the far side of the room is a door. You were instructed that beyond it is a corridor and a secret door on the left will give way to a set of spiraling stairs. You head that way; nobody even really aware of your passing. You pass through the door and enter a well-lit corridor. It is only one mekillot's length long. At the end is a set of stairs. You assume they lead to the rooms above.

The PCs must find the secret door. They know its general location so give them +1 bonuses to checks. Present the following when they find the secret door.

You hear a slight click and a stone slab slides away to reveal a dark spiral staircase. Once you are through the door, the slab slides back into place. You descend the stairway. It goes for, you're guessing, approximately 20'. You come out into a dark corridor. Those of you with infravision can now see the myriad heat patterns of the walls and your companions swirling about you. The corridor goes for a ways and then filters into a large room. To your surprise the room is highly lit, almost blindingly so. At the far wall stand two giant statues with, what you believe to be, a door sitting between them.

The room is 30' long, 20' wide, and 20' high. All the walls are made of stone and the floor is covered in a painted tile design, in mosaic style. On the way to the statues there are a series of 20 dart traps. These are mainly in the center of the room, so if they go along the sides they only have a 1 in 100 chance of being hit. If they walk straight down the center, they have a 20 in 100 chance of stepping on the incorrect tile and setting off the dart trap. Roll percentile die. The darts do 1d4+1 points of damage if they hit. The behind-wall mechanism that shoots out the darts is at about the 4' level, so a levitation spell would prevent any damage. There are no traps in a 5' square around the statues.

You now stand before the two statues. They stand almost fifteen feet high and are made of obsidian. They are excellently crafted and the light shimmers off their polished

surface. They are about five feet apart and in between them sits a six-foot high door. Above the door, carved into the stone is what you assume to be the riddle of which you were told. It reads: "To pass beyond these guardians tell me one thing. Our mighty, but unfortunately deceased sorcerer-queen, Abalach-Re was a child of a far greater power. This power spawned, to do his handiwork during the Cleansing Wars, the Thirteen Champions. She was one of these. Pray tell, who was that higher power?" Below the riddle is another small phrase. It reads, "Beware, if you enter unbidden then be prepared to perish."

The PCs must answer the question to pass beyond the magically sealed door and pass beyond The Protectors. The only correct answer is The Mighty First Sorcerer Rajaat. You should change the riddle if you are not running this adventure in the Dark Sun setting. They only get five guesses, so make sure you know how many times they have addressed the door. Magic, psionics, or physical force has no effect on the door. If they have failed, after the five guesses, the two statues become animate as obsidian golems and attack. If the PCs destroy these, then the door becomes unsealed and they may pass safely. If they get the correct answer by any means, and speak it towards the statues and the door, then the statues will stay frozen and the door will swing mysteriously open.

Obsidian Golems (2): AL N; AC 4; MV 6; HD 12; hp 96; THAC0 9; #AT 1; Dmg 4d10 (fist); SA fist smash; SD immune to spells cast by 7th level or lower casters; MR nil; SZ L (15'); ML n/a.

Instead of normal attack the obsidian golem can smash his two fists together. This has two effects: it causes all who hear to be stunned (all initiative roll and attack rolls are at -4 due to this) and it sprays all in the near area with obsidian shards—all within 20' take 1d6 points of damage and must save vs. poison, those who fail take 1d10 points of additional damage and those who save take only 1d4 points of additional damage.

Once the PCs pass through the magically warded gate they will enter the templar's hideout. Now they will have to deal with them. If the PCs sneak into the room, then Ckladish and his minions will be sitting down at the scattering of tables. They'll be drinking and conversing with each other. If the PCs attack immediately then they gain initiative automatically. If they do not attack immediately then Ckladish and his men have time to get prepared and the PCs loose the initiative bonus.

You pass through the door and find yourself in a huge chamber. It is well lit and well furnished. On the far side of the room is a scattering of tables with tipped over and empty tankards spread upon them. There is also a weapons rack to your left and a small bookshelf next to that. The users of the tankards seem to be absent but the room is far from uninhabited. As your eyes scan the room they focus a mere ten feet before you. There are a few dressed in templar garb; a large and burly half-giant; and the two people who tried to kill you in the alley way. Behind them stands a rather old man in a swirling black cassock.

These are the templar ranks. The one in back is the mighty defiler Ckladish. In front of him stand a few other templars; a half-giant guard; and Wiendar and Orkak. The PCs my try to reason with the obviously bloodthirsty troupe or they can attack. Before they have a chance to attack, however, Ckladish says the following.

Ckladish spits on the floor, a great insult for it is a waste of precious water. "So, you are those who aid my most wretched enemies, the Veiled Alliance. Well, you will no longer stand in my way to the throne of Raam." He signals to his followers, "Kill them, kill them all."

Those in front of Ckladish rush in for the attack. If the PCs succeed and destroy them, then the templars will no longer be a problem. Wiendar and Orkak have the same stats as they had before, and have not healed since Encounter Two. If they were killed earlier, remove them from this encounter. If Ckladish is killed, then the faction will disintegrate.

In the first round Ckladish will step back and cast wall of force in front of him. From his now protected position he will pester and talk to the PCs as they are forced to deal with his minions. When two or more of his minions are destroyed then he will begin to cast offensive spells. Then the real battle begins.

Ckladish, hm W(Defiler)14: AL LE; AC 6; MV 12; hp 44; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; MR nil; SZ M; ML 19.

Spells: 1st level- *burning hands, cantrip, color spray, enlarge, feather fall*; 2nd level- *continual light, darkness 15' radius, invisibility, levitate, web*; 3rd level- *dispel magic, fireball, fly, haste, lightning bolt*; 4th level- *dimension door, Evard's black tentacles, fear, stoneskin*; 5th level- *cone of cold, conjure elemental, wall of force, telekinesis*; 6th level- *transmute water to dust, true seeing*; 7th level- *reverse gravity*

Lor, half-giant male F8: AL CN; AC 7; MV 12; hp 88; THAC0 8; #AT 2; Dmg 1d6+10 (datchi club); SA specialized in datchi club; SD nil; MR nil; Str 21; SZ M; ML 18.

Harkain, hef W(Defiler)2: AL CE; AC 8; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (staff); SA spells; SD spells; MR nil; SZ M; ML 16.
Spells: 1st Level- *cantrip, burning hands*

ENCOUNTER FIVE

In this encounter, the characters will bump into the leader of the merchant faction, who will be talking with the leader of the noble faction. The PCs will attempt to persuade them to either back off or join with the Veiled Alliance. This will be an easy thing to do, involving only a few firm words and a few guarantees. This encounter is set in the streets of Raam. Feel free to move it to a location or setting that fits the moment.

You walk out of the secret door and find yourselves back in the Shimmering Sands Inn. You believe that the templar faction has been neutralized. The bar area is not as crowded, for it is now late afternoon. The rather fat, dwarven bartender snoozes behind the counter and only a few patrons are scattered about at various tables.

At this point the PCs can do basically whatever they want. If they want a drink or a meal, fine. After some time has passed and the PCs have gone a ways through the streets of Raam present the following.

As you walk through the now crowded city streets of Raam you hear a snippet of conversation that catches your attention: "All I want, sir nobleman, is free trade and free commerce. That cannot be much of a thing to ask if you gain control. We will offer you our support and a 5% cut on my profits for the next ten years. Now..."

This is a conversation between Amicus, leader of the nobleman faction, and Farndii, leader of the merchant faction. They are discussing the merger of their factions, for certain benefits. They are standing by a small silk vender's stall. Assuming the PCs step in, then the discussion should continue with representatives of the Veiled Alliance faction.

The PCs have the support of the slave faction and they have rid the city-state of the shadow of the templars. If they can bargain successfully with the merchant and the nobleman this is a huge 'chip'. The nobles will bend to the Veiled Alliance if they are promised a say in all that occurs and if they are allowed to keep their estates and all former powers. For this they might be willing to pay their slaves or even set them free. All the merchants want is some established trade rules, a seat of power in the new government, and a section of the city-state for trade. Both these factions were afraid of the templars. Since that cloud has been lifted, they are much more cooperative.

Make sure to give the nobleman appropriate arrogance and the merchant a properly odd accent.

Once the PCs have concluded the negotiations, present the following.

You leave them just after the sun has vanished over the horizon and Ral and Guthay have made themselves known. You are rather pleased with yourselves and you dare to hope that the Veiled Alliance has gained control of the city-state. You now head for Kindar, to tell him of all that has transpired.

ENCOUNTER SIX

In this encounter the PCs report back to Kindar and tell him of all that has transpired. He then sends messengers out to summon the leaders of the various factions. After they have arrived a dinner/negotiation will transpire. It should give the PCs a chance to talk to or deal with any of the NPC personalities they have encountered in this adventure.

Present the following once the PCs have succeeded in getting the door of Kindar's headquarters open.

Once again you are greeted by the inhospitable face of the gladiator guard Dor. Upon seeing you he says, "Back so soon? None the worse for wear either. I'm sure Kindar will be most glad to see you and hear whatever it is you have to say." You are led down the stairs and the dark corridor again and then Dor once again ushers you into Kindar's office. Upon seeing you Kindar half jumps from his chair with the excitement.

Kindar will inquire as to what has occurred. He will be kind as always. If any of the PCs died he will offer his extreme condolences. If any of the PCs are wounded, Dor will tend to their wounds after this little scene is over. If not go on to the paragraph following that one. Either way, read the second paragraph. Alter as necessary what he says to the PCs reactions during his dialogue, to what exactly has occurred, and to what the PCs desire.

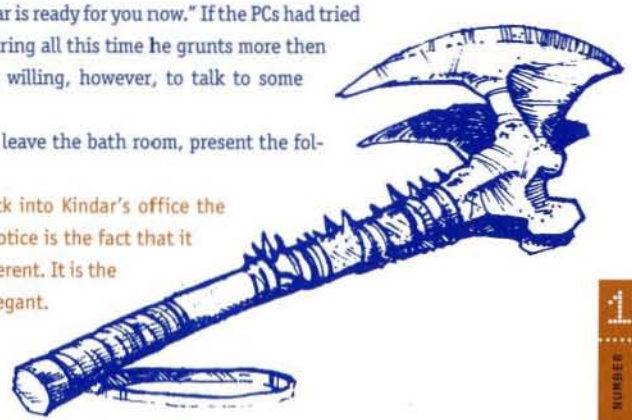
After the report, Kindar asks if they would like to stay for dinner. He waits for a response. If they refuse then he will press them until they say yes. Once they say "yes", he calls in Dor, they hold a brief conversation in whispers, and then Dor rushes out of the room. Once this happens Kindar continues,

"As I speak messengers are being sent across the city to summon the leaders of the various factions. We will dine with them. Hopefully, it will show them all that the Veiled Alliance is on the side of the citizens of Raam. With a bit of proper diplomacy we might even be able to make a few plans for the future. Now please, I have had baths prepared for you in the next room." Kindar gestures to his right where a wooden door stands, "I shall see you in but an hour. Once again I thank you."

The PCs are ushered into the adjoining room. A section is draped off for the use of female PCs if needed. Large tubs of ceramic are filled with steaming water and various soaps and perfumes line the rims. It is obvious that the Veiled Alliance wants to thank the PCs for their services and has spared no expense in doing so. If the PCs want healing and bandaging, then all they have to do is ask and Dor will appears. He applies poultices and bandages. He feeds the PCs healing fruits. After the process, all who are tended regain 3d8 hit points. A few moments after all of the PCs are ready a small knock sounds on the now closed door. Dor then says, "Kindar is ready for you now." If the PCs had tried to talk to him during all this time he grunts more then converses. He is willing, however, to talk to some extent.

When the PCs leave the bath room, present the following:

As you go back into Kindar's office the first thing you notice is the fact that it looks totally different. It is the definition of elegant. The cool stones are now cov-



ered with tapestries depicting various architectural feats in Raam. The pungent torches have been removed and replaced by a single light source. You assume that light source is enchanted. Kindar's desk has been removed and replaced by a long table of elegantly carved agafari wood. Resting on the table are a number of glass place settings, including amazingly folded napkins of fine silk. Surrounding the table are twelve chairs, each of carved wood matching the table. At the head of the table sits Kindar, dressed in a fine robe of pure white. Also seated at the table are Toranthis, Amicus, and Farndii. Next to Amicus, the noble faction leader, sits a beautiful half-elf. She is dressed in a silk gown and wears various jewels. From the way Amicus treats her, you assume she is his wife. Amicus and Farndii wear some of the fanciest clothes you have ever seen. Toranthis looks just as you last saw him—bare muscled chest, scarred face, and carrying many weapons. Dor walks around the table to sit next to his friend and master. Kindar bids you to sit.

Now it is up to you, the DM, to make the dinner work. Provided is a description of the food and some sample dialogue from each NPC. You can do almost anything, just make sure it fits the NPC with whom you are doing it.

THE FOOD

A half-elf dressed in leather serves throughout the evening. Whenever he gets food he goes through a small door in the wall near to the baths. The door is always shut except for the few moments in which he is passing in or out. First served is a rich stew of inix. Also on the table, constantly being refilled, are various bread baskets. Wine is also served, first thing, and is constantly refilled. It is the finest in all of the Tablelands, Asticles Wine. If the PCs ask for something else to drink, the serving boy replies in a 'yes, sir; anything you say, sir' manner. He gets them whatever they ask for, within reason. Later in the evening the main course is served. It consists of a fine mekkilot steak in a wine and berry sauce. After everyone has finished, the desert is served. It consists of a very sweet kank nectar. It is a pastry: fine, crumbly, and sweet.

SAMPLE DIALOGUE

Toranthis, "Finally the slaves shall be free! It shall be so marvelous. I've waited all of my life for this moment. I thank you all for making it possible." He will stare intently at each of the PCs and at the other faction leaders. When his eyes fall over Gladius he will say, "You look like a fellow fighter, my friend. Tell me, what weapon and tactic do you prefer?"

Amicus, "As long as the nobles get to keep their estates all will be well. Give up our slaves, ridiculous! Well, as long as we have a spokesperson in the new government we will be willing to pay them. Yes, yes, I understand that they would have the choice to leave us. Then, we shall just have to hire help. We can manage, I think."

Lari, Amicus' wife, "Oh, me? I'm Amicus' wife. Married ten years!" She is a very kind person and loves Amicus greatly. She, however, feel no qualms about flirting with other men. She does so profusely during the dinner. She is very knowledgeable about all things in Raam and could easily hold a conversation on any topic. She is also quite curious about things out of the city-state, for she has never been far.

Farndii, "We need a bigger trade center! That is Raam's only important problem. If we enlarge our trade and make laws to govern it then things will function much better. That way the government will also be able to collect taxes and tariffs on out-of-city-state trade. It will be good for all of us!"

When you feel that the dinner is at an end, present the following:

Kindar coughs politely. When he has the attention of all assembled he rises and says, "Well, my friends, I believe that this evening we have seen the beginning of something great. We have seen the beginning of a new Raam. May it be happy and prosperous! I would like to thank these noble adventurers for aiding us in the creation of that new Raam." Applause fills the room. When it finally ebbs Kindar continues, "Now I believe we should adjourn and get some sleep this night. Thank you all for coming. Toranthis, Amicus, and Farndii, I would like to see you all here tomorrow morning for further negotiations. Adventurers, you are free to do as you will. However, I would only ask that you present yourselves in one week's time, when we shall address the populace of Raam." With that dinner is adjourned.

CONCLUSION

One week has passed. It has been a busy one as the various faction leaders have made deals and signed agreements. You now stand on a platform, overlooking the central square that is filled with the populace of Raam, including the slaves. To your left stand all of the faction leaders, Toranthis, Amicus, and Farndii. In front of you stands Kindar. He holds a magical device that will allow his voice to be heard across the city-state:

"My friends and fellow citizens, the tyrannical reign of the sorcerer-queen Abalach-Re and her minions has finally come to an end! You now have a council of rulers, one signifying each of your perspectives. We will not rule you, but will rule for you. Hopefully, now the desert winds and our mighty sun will not be quite as harsh. All the slaves are free! The gladiatorial games are at an end! And, happiness is finally within our grasp!" ■

marybelle tales from the verge

LIVING VERGE™ FICTION BY RANDY BISIG, MATT KELLEY, AND RAMSEY LUNDOCK.

Fletcher Parks sat at his desk, a corner office on the fourth floor of the building. WhiteNoise Communications took up the entire third and fourth floor, along with some of the second. His computer chimed and he tapped the screen to 'wake it up'. His secretary AI appeared.

"Sir, your Gridcast appearance is about to be displayed. Would you like to view it?" She said, smiling.

"Sure. Hold all contacts and display it on the wall vid."

The computer screen went blank as the fractal screensaver began eating at the pixels. He put down the data slate and swiveled around to the wall mounted view screen. It flickered to life, displaying the WNC logo at first, then replaced by a data slate. Numbers clicked on the slate, stopping at 10:00:00. A voice-over announcer came on.

"I'm Henna Crewes and this is Ten Minutes."

The data slate faded from view, replaced by a starship softly set down on a tropical beach. "Mute commercial." Fletcher ordered. He picked up his data slate and reviewed the day's reports until the volume on the wall screen returned to its preset. The announcer sat on a raised stool in front of a holographic projection of a planet under some words.

"Up from over a century of terraforming, a new world is emerging as a ready player in the Verge. Ripe for the picking, Marybelle is growing into its own," said a female voice.

The scene cut to an orbital view of a planet. One major continent and multiple islands rose between the light blue ocean and the thin polar ice caps. Several asteroid crater sites were filled with water from large rivers producing small inland seas.

"We are in the final stages of terraforming." A new voice began. It was Fletcher's voice. "We have atmospheric scrubbers on line to complete the CO2 cleanup. The rains have stopped and plant and vegetable life is abundant."

The announcer appeared on screen, sitting opposite the very desk that Fletcher was at. The camera view panned over Henna's shoulder onto Fletcher.

"Terraforming was started in 2323, nearly 180 years ago." Fletcher continued. "Stage One was complete in 2450. Stage Two was considered complete last year.

"I understand there was a bit more rain than was expected." Henna asked.

"I believe so. The terraforming engineers from Better Worlds Incorporated were planning on a 50% surface coverage. But we got a bit more than that. In fact, Julnor is under water. All of the cities are domed, of course, so it wasn't destroyed or abandoned. They've done amazingly well considering that they are several hundred meters under sea level." Fletcher said, smiling.

"Right now, Marybelle four major population centers. New Helena is the planetary capital; Julnor, as I mentioned; Pinnacle, which is actually a collection of four smaller cities; and Dryrock. Smaller domes exist across the planet, of course, but these four centers comprise the bulk of the planet's commerce, industry, and population."

Fletcher and Henna walked through a small field of grass. The camera pulled out, showing them on top of a building.

"Dryrock began as a mining colony with a string of letters and numbers for a name. When the terraforming resulted in unexpected rainfall, the colony found the new sea level creeping up. So, they began building new facilities on top of a cliff by the landing/launching facilities. Hence, they named the city Dryrock. The mining tunnels flooded shortly after the dome's completion, and fifteen years ago the tunnels were closed entirely.

"Dryrock has a resident population of about 18,000, but between one and three thousand visitors, prospectors, and traders pass through the city on a given day."

"Dryrock has a circular dome with a 10 km diameter," Henna continued, "reaching up to a maximum height of 50 stories in the center. The dome is mostly transparent and supported by many buildings though out the city. The ground is very around Dryrock, right up to where it drops 200 meters to the ocean.

"The 'Streets' include not only the streets proper but also the buildings. Despite the name, the Streets have both nice neighborhoods and slums. This is by far the largest and most accessible district. The Streets cover the entire dome, but excludes the rooftops and include almost all of the factories, shops, and clubs.

"Arguably the most important building in Dryrock is the Exchange. When prospectors bring in their gold, or whatever else they've mined, and sell it to the Exchange. The Exchange stockpiles minerals until there's enough for a trading company or refinery to buy in bulk. Of course, because the Exchange contains so much valuable material, it's a fortress.

"Probably the most famous location in Dryrock is Gold Strike, a large nightclub. Weapons are not allowed inside, but part of the cover charge includes a weapons check. The Gold Strike constantly auditions new acts. Cat, an artificial intelligence, controls the club's sound system and can play back up for any type of music."

The scene changed, leaving just Henna standing in the same small garden.

"When Dryrock was being built and populated, it was required that every building's roof be converted into a garden. While the owner is allowed to choose what to grow, there must be green on top of every building. The inevitable then happened as people built bridges from one

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rooftop to another, creating a giant park over the city.

"While the gardens have provided Dryrock with fresher food and air than most domes, the true motive for the design might only be visible from the Mayor's office. From the glass walls of his office, the Mayor can look out over the entire city, and from that vantage point the city looks more like rolling countryside.

"At night it's easy to imagine that the light drifting up from the streets as moonlight reflected from a river at the bottom of the concrete canyons. But the beauty of the gardens is not limited to the rich and powerful. Many roofs are open to the public, and more than one young couple has met because they both stopped to enjoy a shower of flower petals, drifting down to the streets.

"The landing and repair facilities that once served only the mine have expanded to become the major trade center for Marybelle. The Port measures 8.5 km x 5 km, and at times is the busiest 40 square kilometer on the planet. The tariffs and docking fees collected here finance much of the Dryrock Government. Ships connect to the terminals via telescoping airlocks."

A street scene appeared, a shot of two deputies walking down the streets of Dryrock at night. "Law on the Streets is at Frontier level. Twenty-five Deputies and a Sheriff are responsible for the entire city. Deputies and the Sheriff are often overworked so law enforcement tends to be minimal—drunks are detained until they sober up, brawls are forgotten if there's on property damage.

"You can even get away with reckless discharge of a weapon or willful destruction of property if you pay for the damages and convince the Deputy that it was an act of poor judgment. The other effects of the law shortage is that if you can prove you were wronged first, nearly any action taken against the offender will be forgiven. This can be a problem

"Law isn't entirely abandoned however. A Marshal usually rides a heavily armored skybike to the scene of disturbances. A body tank hides the Marshal entirely and projects in a computer-generated voice. If there is more than one Marshal, they are identical. The mayor says the anonymity is to protect him from retribution by criminals.

"Whenever a call for back up is made there is a chance of a Marshal responding. This chance increases with every additional call, every Deputy or civilian reported down, and every specific request for a Marshal. It's never guaranteed that a Marshal will respond but when they do, the most applicable phrase is 'Hell comes a-riding'."

The camera view changed to an outside scene. Fletcher and Henna exited an airlock at Dryrock. Wearing air masks, they climbed into a skycar and headed out. A camera in a second skycar showed the first passing over the Central Mountain Range. The camera view pulled up along side as Fletcher pointed to a river below.

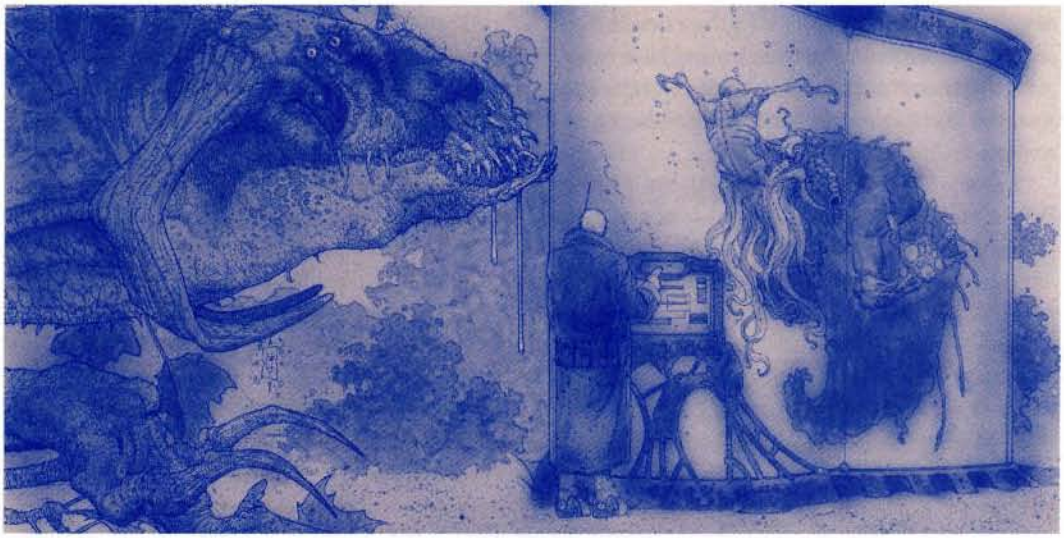
"Marybelle is technically Argos B IV. Argos is a binary star system. Argos A, or Jason, is an orange K5v star with four planets. Medea, Argos B, is a yellow G5v star with 12 planets. Two of those, Hartrest and Marybelle were considered for terraforming. Marybelle was undertaking first, being the farthest out of the two."

The scene switched yet again, back to the interior of New Helena. The two men passed a young human couple and their children walking down a busy business district. Several weren and t'sa passed by as Henna pointed across the market square. "Business appears to be not a problem here?"

"We have been fortunate. Our Ministry of Trade has been quite active in getting corporations to invest in Marybelle. We are at the end of the Aegis-Oasis-Argos run, about 22 light years from Aegis. Definitely on the outskirts of the Verge."

Fletcher pointed to a large office front with a huge V-

shaped logo. "Both Insight and VoidCorp are present, as you might expect, as well as the Redman-Smith Trading Group. We have a range of Verge-based companies as well, such as Millennium Research Associates, He3 Industries, Argos Military Industries, and WhiteNoise Communications, of course. The Ministry of Trade has been able to offer cuts on tariff and taxes to bolster the local economy."



"I understand the Lighthouse is scheduled through Argos in 2502?"

"Yes, we're all excited about that. It's scheduled to arrive in August 2502 and again in December. It should help to bring additional attention and hopefully more business to Argos."

Following a commercial, Fletcher watched as Henna walked through a camp out in the plains of Marybelle. Several men were working on skycar nearby. Walking next to Henna was a man who appeared to be twice his size, wearing a short carbon fiber armor coat, a rifle slung over his left shoulder. Henna introduced him as Archibald Locksley.

"Law enforcement outside the domes is harder than inside. The criminal element thrives in the Outlands, the wild areas away from the domes," said Locksley in a clearly prepared statement.

"The Outland Cavalry, or Outriders, as we call ourselves, is a semi-formal military group that supports local law enforcement activity in the Outlands. Officially, we fall under the Marybellen Militia, but we are self-supporting and operate independently of the regular Marybellen military chain-of-command. We center our activities in the Outlands, and are rarely bothered by the central command authority."

Henna continued walking with the Outrider, but his voice switched to a voice-over.

"For the most part, the Outriders get around on what they call 'hoverbikes' or 'sleds'. These sleds aren't the flashy luxury cars seen on Gridcast commercials, but heavily modified sport utility vehicles. Though rugged looking, these armed and armored sleds are both badge and station for Cavalry members."

The camera panned through the campsite. A few women worked alongside the men.

"Outriders wear an extremely varied style of clothing. Most Outriders wear carbon fiber coats or battle vests. All Outriders wear large, rugged boots that reach up to the knee or over. Most Outriders carry two or more weapons. Other than these similarities in dress, there is no apparent uniform worn by the members of the Outland Cavalry. This rough, ragged and very individual appearance often causes outsiders to view the Outriders as a common 'biker gang' as seen in the holovids. Nothing could be farther from the truth.

"All Outriders follow the Code of the Outlands, swearing an oath upon joining the group. Basic tenets of the Code are to protect the weak, uphold justice and otherwise act with honor. No outsider has ever witnessed an Outrider violating the Code, and if it has ever happened, the Outriders don't talk about it."

The camera shot returned to Henna sitting on top of her stool, the same digital timer counting down on the data slate behind him. "I'm Henna Crewes, and this is has been Ten Minutes." ■

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There's really nothing more satisfying than having magically produced vellum scrolls tucked away in your home file cabinet. Every time my gaming group has a dispute over voting, I just open up a drawer and pull out an answer. Last Thursday, for instance, our racially diverse gaming group (an orc, a halfling, two dwarves, an elf, and one other human beside myself) was having yet another one of our heated discussions. On this occasion, the question on the table was how to rate the scenario we had just finished playing.

"I really liked the part," burbled the halfling, "where we all got turned into slugs. It was so funny watching all of you rolling around on the floor acting like you had no arms and legs. I'm definitely going to note that when I vote on the scenario."

"Really," replied the elf, rolling his eyes, "are you working at acting stupid or does it just come to you naturally? That entire sequence had nothing to do with the scenario, but, rather, was produced by the ineptitude of your dwarven cousins. They shouldn't have been fiddling with that magic wand. Perhaps you should consider that well written elven librarian NPC when voting on the scenario. I thought it really captured the angst so often felt by elves who must deal with the lesser races."

"Thanks," I said, "because I actually made that one up on the fly. He was completely improvised. The scenario didn't have you guys going anywhere near a library. Please be sure to note that on handling the unexpected in the Rate your Judge section." The elf looked at me as though I had broken wind at a debutante ball.

"I just don't understand," growled the orc, chewing on his pencil, "how are we supposed to sort out what's what. You know, I'm just real confused."

As the elf opened his mouth to make what I'm sure would have been a comment on the orc's lack of eloquence, I reached into my file cabinet drawer and produced this vellum scroll, the third in a series which I acquired on a recent quest.

vote right pt. 3

BY LAURA HARVEY

VOTING STANDARDS FOR RATING THE SCENARIO

1. FUN TO PLAY

POOR	Poor scenario sucks. (Ahem.) Or rather, has no factors which contribute to the fun of playing, and may actually detract from it.
FAIR	Fair scenario does not significantly contribute to the fun of playing, but doesn't hurt the fun either.
AVERAGE	Average scenario provides an environment conducive to fun.
GOOD	Good scenario actively incorporates factors which enhance the fun of playing.
SUPER	Super scenario weaves a creative, balanced world where good play is had and all experience fun.

Rating the scenario is perhaps the most difficult task for the voting player for two reasons. First, the three categories in which the player rates the scenario, fun to play, challenge/difficulty, and overall, are so general that incorporating all the factors which describe the scenario is difficult. Second, the player has difficulty gaining a true understanding of a scenario because for obvious reasons, he is not allowed to read it for himself. Nevertheless, rating the scenario is one of the most important features of the Player's Summary. In quantifying the worth of each scenario, players provide valuable information to headquarters which helps control the quality of new tournaments.

Fun to Play is the first category on which the player must vote. This sounds simple, right? You rate on a scale of 1 to 5 how good a time you had. Unfortunately, that's not how it works. Many factors contribute to whether a tournament was fun. A movie has actors, a director, and a script that contribute to its quality. In a tournament, players, a GM, and a scenario contribute to a tournament's fun. The player must determine how much of that fun came from the scenario, and not from the creative GM or the enthusiastic players. To eliminate player contribution from this area of voting, you might ask yourself, "How much fun would I have had with this scenario if I were the only player at the table?" To eliminate GM contribution from this area of voting, you could ask yourself, "How much fun would I have had with this scenario if the GM had been replaced with a computer running the game?"

Once the scenario has been isolated from player and GM contributions, you can consider the factors that make a scenario fun. One such factor is creativity. Is the plot interesting? Is the material original? Is this the sort of story you would find interesting in a book?

Another factor is balance. Is there a good balance between combat and role playing opportunities? How about between risk and reward? Does the scenario balance challenge with solvability so that characters don't perish from frustration? Is there a balance between a strong plot and the characters' free will so that while the characters are led from one encounter to another they do not lose the ability to make choices?

A fun scenario is also conducive to good play. Characters should be able to work together as a team, rather than being placed in an adversarial position to one another (though good-natured competition can enhance play—jousting anyone?). This applies to how a scenario affects players as well. The scenario should not divide the players interests so much as to cause the players to struggle for the GM's attention.

Finally, it is important to note that fun is extremely subjective. Fun for one person may be the epitome of boredom to another. Therefore, you must determine what additional factors personally determine whether a scenario is fun to play.

When determining if a scenario is fun to play, [chart 1]

The second voting category, Difficulty/Challenge, can also be misleading at first glance. The player is not being asked to vote how hard the scenario was, but rather, how well the difficulty/challenge of the scenario was balanced to the ability of the characters.

2. DIFFUCULTY/CHALLENGE

POOR	Poor suggests that the scenario very poorly balanced. Either everything was handed to the characters on a silver platter or immediate and complete slaughter occurred in the first five minutes of play.
FAIR	Fair suggests the balance was a little off for most of the characters involved.
AVERAGE	Good suggests the balance made for a challenging but fun adventure. Characters' abilities were tested.
GOOD	Good scenario is fun, challenging to the character, smoothly created, and interesting.
SUPER	Super suggests that the scenario was very well balanced. Not only is the character's ability tested, but the player's ability is tested as well, leading to a sense of accomplishment if and when success is achieved. Success feels earned.

The category Overall can be divided into two parts, things you've already voted on and things you haven't. First, consider what the average is for his scores for the fun to play and challenge/difficulty categories. Second, the player should consider all of the factors that are not taken into consideration when voting on the first two categories. One such factor is that the scenario should be conducive to GM roleplaying. Rather than providing the GM with nothing but boxed text, leaving all action on his part set in stone, the scenario should provide background information, allowing the GM to improvise and deal with the unexpected. A scenario that provides plenty of background rather than trying to cover all its bases with boxed text will have more depth, color, and spontaneity.

A second factor to consider in the overall rating of the scenario is the writing. Though the player is not reading the scenario, poor writing can come out in the boxed text and create confusion. Is the grammar generally correct? Is the language so simple, ornate, or characterized as to be confusing? Does the boxed text convey its message clearly?

Third is organization. A well-organized scenario can be spotted during play. Is the plot smooth and consistent? Are there contradictions? Is the information on monsters provided or must the GM look it all up? Are the scenario copies of player handouts clearly printed or well drawn so that they convey the desired effect? (Don't blame the scenario if your GM spent all day reprinting the handout & put it in an illegible font.)

Fourth is player information. Just as the addition of background information assists the GM in role playing, so the information that is provided for the player's consumption can add to the depth of the game. Does the boxed text provide you with enough information to set a mood? Visualize a scene? Gain an accurate perception of NPCs? Does information from the scenario provide you with enough leads to pursue your adventure? On the flip side, are you bogged down and confused with so much extraneous information?

Overall, the...

3. OVERALL

POOR	Poor scenario isn't fun, is not balanced in regards to difficulty, and doesn't lend itself to ease of play.
FAIR	Fair scenario is much like the poor, yet has some redeeming characteristics.
AVERAGE	Average scenario is fun, somewhat balanced in regards to difficulty, and doesn't have any glaring problems that interfere with play.
GOOD	Good scenario is fun, challenging to the character, smoothly created, and interesting.
SUPER	Super scenario is very fun, challenging to the character and player, is a seamlessly created world, engrossing to play.

And so this concludes the story of my quest for tournament voting standards. I think that after such a successful adventure I'll kick back for a while, spend some time with the family, maybe take a break. Hmm...then again, perhaps an escape from reality isn't such a bad thing. I think I hear the sound of a note being slid under my door.... ■

[Editor's note: This is the third of a three-part series on voting standards. Though these "standards" are phrased definitively, they are not intended to be a straitjacket for voting procedures. Use them as a guideline, or a jumping off point for your own.]

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It's time again to revise the LIVING CITY™ character creation guidelines. These changes provide additions to the campaign and clarifications of the character creation rules. Except for a small change brought about by published material, this update contains new options, and not restrictions. These guidelines go into effect immediately, and your character must be in compliance with them as soon as possible.

How does this affect MY character(s)?

Due to some rules in Demihuman Deities, there are some revisions required to demi-human specialty priests. The main change is to switch from the Monster Mythology description of the specialty priest class to the Demihuman Deities description. All rules apply, including restrictions on multi-class specialty priests. If you have a character who is a demi-human multi-class specialty priest, check to see if the combination is allowed. If not, change to cleric or choose one of the character's two existing classes to keep, and move all experience into the one class.

Old Things New Again

Some kits which were disallowed in the last revision may be allowed again. If you have a character which had one of these kits, you may take it up again if you pay the experience cost and do not have a kit currently.

If you had three or more classes and had to lose some because we restricted you to two classes back in 1995, you can restore your old lost classes at their lost levels by redistributing the character's experience points.

This is not an excuse to rework your character, to change classes, or change attributes. You may not make any changes to your character unless they are required (or you are picking up a kit which you had to drop when it was disallowed). Also, there will be no grandfathering of any characters. Characters with previously-existing grandfathering certficates or letters will be accepted, but no new grandfathering will be done. Exception characters are hard on our judges, and we do not want to burden them even more than we already do.

making a living

LIVING CITY CHARACTER CREATION

LIVING CITY CHARACTER CREATION VERSION 2.5, JANUARY 1999

The LIVING CITY campaign is a worldwide campaign where you play a character you create. Thousands of players throughout the world participate in this environment. You can play your character in any LIVING CITY event, and the character advances in level and acquires treasure like in a home campaign. The more you play, the more powerful your character becomes.

These guidelines give you the basic information for creating a 1st-level LIVING CITY character. All LIVING CITY characters must be in compliance with the most current version (and most recently printed version) of the AD&D Game rules and these guidelines. Exceptions must be documented by a certificate or letter from HQ allowing the exception. All optional rules used in the campaign are listed in these guidelines; if it's not here, we don't use it. Further, if a section of the rules says, "At the DM's option,..." and we have not allowed the option here, it is not an allowed option for the LIVING CITY campaign. Network HQ or its designated representatives will serve as the final authority of rules for the LIVING CITY campaign.

You are responsible for keeping a copy of your character and a list of all the items, wealth, and experience points earned during adventures. This information should be placed in the character logbook (see below).

No character can advance more than one level in a round of tournament play. If multi-classed, the character can advance one level in each class.

Several sourcebooks are allowed for character options besides the *Player's Handbook*. It is the responsibility of the player to bring any book which pertains to his or her character, especially for kits and spells selected not in the *Player's Handbook*. Copies of the relevant pages are acceptable.

CREATING A CHARACTER

To create your LIVING CITY character, follow these steps:

Step 1: Choose a race and class

The following races from the *Player's Handbook* are available for new characters: human, half-elf, elf (gray, high), halfling (hairfoot, tallfellow, stout), gnome, and dwarf. The race variants and racial kits detailed in the Complete Handbook series are not part of the LIVING CITY campaign.

The following classes from the *Player's Handbook* are available:

a. Warriors: Fighters, Rangers, and Paladins are allowable classes. Paladins must choose a deity from the good-aligned or LN-aligned deities allowed in the FORGOTTEN REALMS® campaign materials.
b. Wizards: Wizards can be mages, specialist wizards, or elementalists (from the *Tome of Magic*).
c. Priests: Clerics, druids, crusaders, monks, and specialty priests are allowable classes. Crusaders and monks are described in Faiths & Avatars. All priests must choose a god of the FORGOTTEN REALMS campaign to worship. See below for specifics on priest options.
d. Rogues: Thieves and bards are permissible character classes.

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Class-specific information can be found below.

Psionics are not allowed for player characters, and are not part of the regular LIVING CITY campaign. Multi-class characters are allowed as described in the *Player's Handbook*.

Multi-class characters may choose to be specialty priests, but they may not possess a kit, weapon specialization, or be a specialist wizard (except that gnomes may be multi-classed illusionists).

Step 2: Assign points

You have up to 84 points to assign to your character's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Regardless of race, initial ability scores cannot be lower than 6 or higher than 18. Once assigned, the ability scores of demi-human PCs must meet the racial minimum and maximum values from Table 7 in the *Player's Handbook*. Do not apply racial or age adjustments to your character's attributes; the character's statistics are "adjusted" when you assign your 84 points. You do not have to apply all 84 points if you don't want to.

This limit can be exceeded only through the use of powerful magic. Characters who somehow achieve an attribute over 18 (18/00 for Strength) do not gain any additional immunities as described in the *Player's Handbook*.

Exceptional strength requires spending extra points on strength, as follows. A strength rating of 18 costs 18 points. 18/01 strength costs 1 additional point, or 19 points. Each additional 10 points of exceptional strength costs 1 point more, so a strength of 18/51 costs 24 points, and a strength of 18/00 costs 29.

Note that adding to attributes, through specialty priesthoods, or kits, cannot raise the attribute above 18 (or 18/00 in the case of Strength).

Step 3: Choose a kit

Choose a kit if you want one. Only single-classed characters may take a kit at character creation. No character may acquire a kit after the character is created, though the existing kit can be abandoned. Kits require an expenditure of 10% of all earned experience points. Experience used for kits must be tracked, as it counts toward the retirement limit. Kits do not increase starting wealth. Kits are described in the respective Complete Handbook.

Step 4: Your character begins at 1st level

Your character begins at 1st level and must meet the required minimum statistic scores for his or her class listed in the *Player's Handbook*. Assign maximum hit points for your class(es) at first level; multi-classed characters receive the maximum hit points averaged from the hit dice of the classes involved.

Step 5: Select proficiencies

Select weapon and non-weapon proficiencies. LIVING CITY characters possess non-weapon proficiencies, but not secondary skills. Bonus non-weapon proficiencies for Intelligence are gained normally. Languages are chosen as non-weapon proficiencies. PCs speak their native language for free. Demi-humans must buy "Speak Common." Non-humans must buy their other languages from the list given under their racial descriptions. PCs cannot Read/Write any known language unless they spend the necessary proficiency slots.

Non-weapon proficiencies may be chosen from the following sourcebooks: *Player's Handbook, Complete Thief's Handbook, Complete Ranger's Handbook, Complete Paladin's Handbook, Complete Bard's Handbook*, and *Demihuman Deities Appendix One*. The crossover costs for choosing proficiencies outside those allowed for your class apply.

Step 6: Choose an alignment

LIVING CITY player characters are limited to Lawful Good, Neutral Good, Chaotic Good, Neutral, and Lawful Neutral.

Step 7: Equip the character

Characters begin with maximum gold pieces for their classes; 200 for a fighter, ranger, or paladin; 180 for a cleric or druid; 120 for a rogue; and 50 for a wizard. Choose one non-standard mundane item: such as a bag of marbles, a pouch of tobacco, or a cookbook. Valuable items such as traveling spell books are not mundane items. Allowed equipment can be found in the *Player's Handbook, Arms & Equipment Guide, Complete Thief's Handbook, Complete Fighter's Handbook, Complete Ranger's Handbook, Complete Paladin's Handbook, Complete Bard's Handbook, Complete Wizard's Handbook*, and *Complete Priest's Handbook*. The following equipment is not allowed to be purchased: elven chain mail, dwarven-made plate mail, strength bows, arquebus, all samurai weapons, and new armor types from the *Complete Fighter's Handbook* or the *Complete Priest's Handbook*. No other sourcebook is allowed for character equipment in the campaign unless by certified exception. Use the printed standard prices; an item can only be purchased if there is a price listed for it in the reference book. Further equipment can be purchased between adventures using gold your character earns adventuring. Log the purchase(s) in your character logbook and have the next judge sign to verify it.

KITS CHART The following kits are allowed

FIGHTER	Amazon, Barbarian, Beserker, Cavalier (no Ranger or Paladins), Gladiator, Myrmidon, Noble Warrior, Peasant Hero, Pirate/Outlaw, Savage, Swashbuckler, Wilderness Warrior
RANGER	Explorer, Forest Runner, Giant Killer*, Mountain Man*, Pathfinder, Sea Ranger, Seeker, Stalker *no optional rules
PALADIN	Chevalier, Divinate, Errant, Expatriate, Ghosthunter, Medician, Militarist, Squire, Votary, Wyrmslayer
WIZARD	Academician, Amazon, Anagokok, Militant, Mystic, Patrician, Peasant, Savage
PRIEST	Amazon, Barbarian/Berserker, Nobleman, Outlaw, Pacifist, Peasant, Savage, Scholar
DRUID	Hivemaster, Natural philosopher, Wanderer
THIEF	Acrobat, Adventurer, Bandit, Beggar, Bounty Hunter, Buccaneer, Burglar, Cutpurse, Fence, Investigator, Scout, Smuggler, Spy, Swashbuckler, Swindler, Thug, Troubleshooter
BARD	Blade, Charltan, Gallant, Gypsy-Bard (no psionics), Herald, Jester, Jongleur, Loremaster, Meistersinger, Skald, Thespian

Step 8: Select wizard or bard spells if necessary

Mage spell books contain four 1st level spells of your choice. Specialist wizards cannot have spells from an opposing school. Bard's spell books contain two 1st level spells. Read magic and detect magic are not automatically gained, and must be selected as part of the initial spell selection.

Step 9: Coming of age

All characters in LIVING CITY play must always be at least as old as the minimum age requirement by race to begin adventuring, as described in the *Player's Handbook*.

Characters who fall below the minimum racial age must leave play until the character is aged back to the minimum racial age allowed.

ADVANCING THE CHARACTER

Step 10: Hit points upon advancing

When your character goes up to 2nd level, add the maximum allowed hit points for your class. For all levels above 2nd, add half the maximum allowed hit points upon rising a level.

Step 11: Spells upon advancing

Wizards add three spells to their spell books upon gaining a new level, and bards add two spells upon reaching a new level. These spells may be of any spell level that the PC can cast, so an 8th level wizard can choose 1st through 4th level spells.

Step 12: Proficiencies upon Advancing

Choose additional proficiencies and advance skills as described for your class in the *Player's Handbook*.

Experience Points and Retirement

All experience must be tracked in the LIVING CITY campaign. This includes XP spent for kits, city organizations, henchmen, failure to abide by a new class after having dual-classed, XP lost due to druidical challenges—any XP that could have been earned by your character must be added to the total for determination of retirement. For example, kits cost 10% of earned XP, but you must track that XP too. It is best to keep two columns—one for your level and one for total XP earned.

When any character earns a total of 1,100,000 XP, the player must retire the character from normal LIVING CITY play. There are high-level expansion options open for these characters.

HOUSE RULE: No weapons may be used, no gloves worn, no items worn on the hand or carried in the hand that change the damage done may be used in barehanded combat. Items that change strength without being worn on the hand can be used in barehanded combat: e.g. *girdles of giant strength*.

Character Logbook

All LIVING CITY characters must keep a character logbook detailing the adventures played and rewards received by the character during the course of play. The logbook must be kept on the form provided, or on a form that contains all the same information. For each adventure, the player must record the adventure name and date, the convention, any rewards received, and any penalties which apply to the character. The judge must print and sign his or her name to verify the information. Interactive booth operators should complete and sign a section of the log for any activity the character participates in which affects the character's level or monetary worth (item trading, purchases, registration in guilds, etc). Use multiple pages to track your character's history.

Regional Directors or *Living City* Campaign Staff will use your logbook if they need to verify your PC's status. They need an accurate logbook to confirm information about your PC. Items or information that cannot be verified by the logbook may be removed from the PC by these administrators.

You should also log your magical item trades, but you will have to do so on a separate sheet as the log sheet is not designed to handle lots of magical items listed in a single adventure block.

For existing characters, complete the first block of a logbook page indicating your character's current status on the required items, and have your next judge sign the logbook to verify your "starting" information. Then keep the logbook from now on. That's all.

CLASS-SPECIFIC INFORMATION

Warriors

Weapon specialization: Only single-class fighters (not rangers or paladins) may choose to utilize weapon specialization. Weapon specialization is unavailable to multi- or dual-class fighters. No fighter may choose more than one weapon in which to specialize. Free weapon specializations granted by kits count as the character's one specialization. Double specialization is not allowed. All specialization must adhere to rules listed in the *Player's Handbook*. Any rules that allow PCs other than single-classed fighters to specialize do not apply in the LIVING CITY campaign.

Combat rules from the *Complete Fighter's Handbook* are not allowed for player characters in the LIVING CITY campaign.

Wizards

Only single-classed (or dual-classed) wizards may be specialist wizards or elementalists; multi-classed wizards may not be specialists or elementalists. The only exception is gnome multi-classed illusionists.

Wizard spells may be selected from the *Player's Handbook, Tome of Magic*, or FORGOTTEN REALMS Adventures. Wild magic and spells from the *Complete Wizard's Handbook* are not allowed in the campaign. Material components are required for any wizard spells normally expensive to cast. Players using spells from FORGOTTEN REALMS Adventures must bring the book to use the spells.

Priests

All priests must choose a non-evil god to worship as described in *Faiths & Avatars, Powers & Pantheons*, and *Demihuman Deities*. Priests must worship deities of their own race, with allowable exceptions explicitly noted in the faith's description. All priests must adhere to the rules in the *Player's Handbook* and the appropriate deity reference work, defaulting to the *Player's Handbook* when conflicts occur. Druids use their experience point table from the *Player's Handbook*; all other priests use the cleric table from the *Player's Handbook*.

Half-elf PCs created with a native tongue of Elvish may choose any specialty priest option for elves; alternatively, a half-elf may select Common as the native tongue and can select from any human specialty priest option.

A priest may be a cleric, crusader, or monk of any non-evil deity allowed for their race from the Faerûnian pantheon, provided that the god allows the class within the clergy. Clerics follow the description of their class in the Player's Handbook, and do not gain any additional abilities as described for clerics in *Faiths & Avatars, Powers & Pantheons*, or *Demihuman Deities*.

Multiclass specialty priests are only allowed as indicated within each deity's description in *Demihuman Deities*. Clerics may multi-class as indicated within the *Player's Handbook*. Crusaders and monks may choose any multi-class option available to clerics. The druid/ranger multi-class option is not allowed.

Human specialty priests may select one of the following

gods: Akadi, Azuth, Chauntea, Denier, Eldath, Finder Wyvernspur, Gond, Grumbar, Gwaeron Windstrom, Helm, Ilmater, Istishia, Kelemvor, Kossuth, Lathander, Lliira, Mielikki, Milil, Mystra, Nobanion, Oghma, Red Knight, Selune, Sharess, Shaundakul, Siamorphe (certified Procampur noble characters only), Silvanus, Sune, Tempus, Torm, Tymora, Tyr, Valkur, Waukeen. Any deity which grants to specialty priests magical items does not do so in the LIVING CITY campaign.

Demi-human specialty priests may choose one of the following deities for their race. Demi-humans must choose a deity for their own race, and can only choose from among the human specialty priest options if the faith allows those demi-humans in the priesthood specifically.

Dwarves: Berronar Truesilver, Clangeddin Silverbeard, Dugmaren Brightmantle, Dumathion, Gorm Gulthyn, Haela Brightaxe, Moradin, Sharindlar, Vergadain.

Elves: Aerdrie Faenya, Corellon Larethian, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Gnomes: Baervan Wildwanderer, Baravar Cloakshadow, Calladuran Smoothhands, Gaerdal Ironhand, Garl Glittergold, Nebelun, Segojan Earthcaller.

Halflings: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Tymora, Urogalan, Yondalla.

Priests can use spells from within the *Player's Handbook* and the *Tome of Magic*. Access to spells is per sphere allowances within the priest's class description. In addition, all priests of from the above list for specialty priests may use the spells given their clergy in Faiths & Avatars, Powers & Pantheons, and Demihuman Deities. Only priests of a certain god can use that god's spells. Priestly cooperative magic, quest, and faith spells are disallowed in the regular campaign. Material components are required for any priest spells normally expensive to cast.

Barehanded Combat

The LIVING CITY campaign allows barehanded combat, using the unarmed combat rules from the *Dungeon Master Guide* and the *Complete Fighter's Handbook*, including specialization in unarmed combat styles and martial arts. No other unarmed combat rules will be used.

Unarmed combat specialization is available to all characters, but only single-classed (not multi- or dual-classed) fighters or monks may specialize in more than one form as described on pages 77-78 of the *Complete Fighter's Handbook*. In addition, single-classed fighters and monks may use continuing specialization. However, when such a specialist changes classes (as in dual-class) the character must henceforth abide by the restriction of the new class, even after the character exceeds the level of the first class.

Dual-classed characters

Characters in the LIVING CITY campaign can use the dual-class rules in the *Player's Handbook* to change classes. All dual-class characters must abide by those rules and the special rules printed here, using the more restrictive version where conflicts occur. Characters may acquire one class from each of the four class groupings, but may not change classes within a group (from mage to specialist wizard, for example).

To become a dual-class character, your character must meet all the requirements for the new character class as described for that class. In addition, your character must pay 10,000 experience points from your total. This experience point loss must be such that your character does not lose a level in your current class to pay the cost, so if your character is a 5th level fighter dual-classing he or she must pay 10,000 XP and remain a 5th level fighter. This means that rogues must be at least 6th level to dual-class and all other characters must be at least 5th level in their class before dual-classing. Further, your character must stay out of all tournament play for three months to account for the new training. This requirement is in addition to the ability score requirement as described in the *Player's Handbook* for all dual class characters. Record the expenditure of XP in your logbook and have a judge sign to verify your start time.

When acquiring a new class, attributes remain the same, so if a fighter began with an 18/51 Strength, he continues to possess that exceptional strength. No new non-weapon proficiencies may be selected at this time. Your character gains new proficiencies at the rate for the new class. However, your character can use all non-weapon proficiencies that he or she has acquired with no loss of XP for doing so. Your character may not acquire a new kit when changing classes; kits may only be acquired at character creation.

All experience points gained now apply to the new class. If your character uses skills, spells, or other special abilities of his previous class, the experience point award for a particular adventure does not count toward level advancement in the new class, but must still be tracked toward the retirement limit.

Bard characters may take advantage of dual-class rules. The only special rule for bards applies for bard/wizard dual-class combinations. In such cases, the character maintains ONE set of spellbooks and is limited to the total number of spells allowed per level by the character's Intelligence, as are wizards and bards normally. Adding a new class does not bring the ability to learn more spells. All other dual-class rules apply normally.

Dual-classed characters may either have a specialist wizard class or a specialty priest class, but not both.

Special rule for druids: any druid characters above 12th level who dual-class to another class drop back to 12th level as a druid. The XP the character had remains towards counting for retirement. ■

SOURCEBOOK LIST

Below find listed all the AD&D sourcebooks which apply to character creation and character options in the Living City Campaign. No other books may be used for characters, and only the listed sections from each book apply to player characters. This is not an exhaustive list of references used for the campaign, as it does not include those available to judges and authors.

BOOK	APPLICABLE SECTION
AD&D *Player's Handbook*	All
Tome of Magic	Elementalist wizards, spells
Arms & Equipment	Equipment (except elven chain mail)
Complete Fighter's Handbook	Kits, weapons and equipment (except samurai weapons and new armor), barehanded combat
Complete Ranger's Handbook	Kits, equipment, proficiencies
Complete Paladin's Handbook	Kits, equipment, proficiencies
Complete Priest's Handbook	Kits, new weapons (except nunchaku)
Complete Druid's Handbook	Kits, equipment
Complete Wizard's Handbook	Kits, equipment
Complete Thief's Handbook	Kits, proficiencies, equipment
Complete Bard's Handbook	Kits, proficiencies, equipment
Faiths & Avatars	Specialty priesthoods, crusader and monk classes, deity information, spells
Powers & Pantheons	Specialty priesthoods, deity information, spells
Demihuman Deities	Specialty priesthoods, deity information, spells, non-weapon proficiencies
City of Ravens Bluff	Background, city organizations

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Old Con 8 — **March 20-21, 1999**
Neutral Ground of Detroit, 1858 Middlebelt Road, Garden City, MI 48135
Contact: The Old Oeridians Game Club, PO BOX 2380, Monroe, MI 48161-6380 Email: oeridians@tdi.net
Web: http://www.tdi.net/rogerbert/oeridians/index.html
RPGA Living City tournaments: "Simple Man," "Lich Hunt," and "Little Knowledge". Please check our web site or write for additional information.

Cy-Con III — **March 26-28, 1999**
Memorial Union, Iowa State Ames, IA
Contact: Brian Woerth, 3401 Tripp St. Ames, IA, 50014
Email: woerth@iastate.edu
Web: http://www.public.iastate.edu/~stu_org/ASFFA/cycon.html
RPGA, events, Living City, many other role playing games, board games, Live action, miniature battles, and CCG's. Guests: Margaret Weis and Don Perrin , demonstrating their new gaming system Sovereign Stone. $15 for the whole weekend, $12 if you pre-register.

Duracon — **March 26-28, 1999**
Hawthorn Suites Hotel, Durham, NC.
Contact: Green Gryphon Enterprises, 1006 Queensbury Circle, Durham, NC 27713
Web: http://pages.hotbot.com/games/duracon/
A weekend of RPGA gaming with six Living City events, including a Living Death event, and a Classic Al-Qadim event.

Steel Con '99 — **March 26th-28th, 1999**
Holiday Inn Stillwater, Stillwater, OK
Contact: Jason Lewis, email: Ivorystl@ionet.net
Web site: http://members.tripod.com/~SteelCon
12 different RPGA Rounds, including a 3 round feature event. Sanctioned CCG Tournaments for Magic: The Gathering, L5R (Samurai Sword Tournament), & Star Wars. Vampire LARP run on both Friday and Saturday night. Dealer's room. $15 at the door or $10 pre-registered.

Villecon XI — **April 16-18th, 1999**
Northwest Missouri State University Conference Center, Maryville, MO
Contact: John Edwards, email FOT@mail.nwmissouri.edu
Living City events, Shadowrun, Call of Cthulu and a number of other games. Dealer's tables, and a fantasy art sale is in the works. Maryville is a 1 1/2 hour drive from Omaha or Kansas City. Pre-reg ~~$12, $16 at the door.~~

Nova 1999 — **April 30, 1999 - May 02, 1999**
The Oakland Center at Oakland University, Rochester, MI
Contact: Order of Leibowitz, 64 Oakland Center, Oakland University, Rochester, MI 48309
Web: http://www.oakland.edu/oofl/
RPGA-Sanctioned tournaments, including Living City, Call of Cthulu, Deadlands, Living Death, and Werewolf Wild West. Also featuring WW LARPS, Kanar Role-playing, Miniature contests, DCI-Sanctioned card tournaments, and a Costume contest. Check the web site for updates and directions

conventions

UPCOMING GAMING CONVENTIONS

WEEKEND IN RAVENS BLUFF 5

A weekend of new Living City events and plot-affecting activities. Some sites offer more than just Living City. Contact the site coordinator for more information.

CONVENTION DATE	LOCATION	CONTACT
April 2-4, 1999 CONLINE XXXIII	Online (world wide web)	Jay Fisher <jlorien@concentric.net>
April 10-11, 1999. Fuzzy Fest Cap Con	Grand Rapids, Michigan Columbus, Ohio	Jae Walker, <walkerj@pilot.msu.edu> Pat Connolly <pec@cbsignal.com>
April 16-18 RazorBattles WIRB '99 WIRB 99 VilleCon XI	Fayetteville, Arkansas Portage, Indiana Denver, Colorado Maryville, Missouri	Jeff & Laurie Fox, <fror@gte.net> Carl Cabanas, <conman1@gte.net> Ken Ritchart, <KenCoWrite@aol.com> John Edwards, <fot@mail.nwmissouri.edu>
April 17 &18 WIRB 5	Toronto, Canada	Gregg Peevers, (416)360-8395
April 23-25 WIRB-NC Double Exposure Spring Gathering WIRB 5	Greensboro, North Carolina Secaucus, New Jersey Oklahoma City, Oklahoma	Sherrie Masdon, <WIRBNC@aol.com> Vinny Salzillo, <salvius@panix.com> Melissa Maurer <mmaurer@ou.edu>
April 24 & 25 WIRB 99	Minneapolis, Minnesota	Erik Mona, <Iquander@aol.com>
April 23 & 24 WIRB 99	Orlando, Florida	Greg Ferguson <greg@ldg.net>
April 24 & 25 WIRB 5 WIRB 5 WIRB 5	Mountain View, California Southern CA Wahiawa, Hawaii	Paul Pederson <mightywyrm@aol.com> Andrew Rothstein <76361.561@compuserve.com>

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WANTED: SPELLFIRE® Dungeons chase cards 21 & 22. Many chase and rares for trade. Also need BLOOD WARS Lady of Pain. Contact Howard Dawson, 938 Hampton Rd. GP Woods, MI 48236 or call 810/772-2020 during the day.

JOIN THE UCC: The Universe Construction Company is an online RPGA Network Club. In addition to sponsoring major conventions/ game-days online each month, the UCC has been charged to develop the FORGOTTEN REALMS® city of Procampur for TSR, Inc. and the Network's LIVING CITY Campaign. For more information, contact Jay Fisher at jlorien@concentric.net.

Players wanted for a FORGOTTEN REALMS campaign being run in Vienna, VA. Newbies to longtime players welcome. The campaign will run twice a month, more or less, depending on players and DM. If interested, please call 703/560-3393 or email me at threshold101@msn.com

WANTED: Two mature AD&D® game players, must be 18 years or older, male or female, to join ongoing group of players in the Downriver area of Detroit. If interested, call Richard Hall at 734/285-6025 4 PM to 9 PM M-F, or write: 13698 Walnut St., Southgate, MI 48195-1813.

REWARD! Am looking for DUNGEON Magazine issues #1,2,3,5, and 6. Also, module U1, *Sinister Secret of Saltmarsh*. Will pay handsomely for copies of each in good or better condition. If trade is desired, extensive list available: AD&D, GURPS, TOP SECRET®, old and newer stuff. Write Doug Ironside at 253 Centennil Dr., Midland, ON, Canada L4R5H9. Enclose phone number.

Buying, selling and trading out of print and rare DUNGEONS & DRAGONS, most other RPGs, and WARGAMES, hundreds available for trade aand sale. Top prices paid for collections, so dig those unused games out of your closet and make some cash! C1 and C2 limited editions, R and RPGA modules and miniatures, and *Palace of the Vampire Queen* needed extra badly! Will pay handsomely or trade anything! Visit my website at http://members.aol.com/aleeder454 If you don't see it, ask. I can get just about anything! Email me at aleeder454@aol.com or call me at 608/758-3562 and please leave a message.

IN SEARCH OF any AD&D monster 15mm pewter figures, unpainted. will pay. Also in search of 9mm plastic army men. will pay 5 cents for each one. email dougc@tiac.net or write: Scott, 30 Pasho St., Andover, MA, 01810. Also, does anyone in the Andover area want to start an AD&D group? I'm itching to play with new people.

WANTED TSR's Dungeon Geomorphs Set One: Basic Dungeon, Set Two: Caves & Caverns, Set Three: Lower Dungeons & Outdoor Geomorphs Set One: Walled City. Will pay for any full or partial sets. Contact: Thomas E. Knaak II, P.O. Box 15, Wingate NC 28174 or email tknaak@interlink-café.com.

FOR SALE: Run of DRAGON Magazines, starting at The Strategic Review #1 through 150, kept in bags. Best offer & possibly sell in lots. E-mail shikken@aol.com or send snail-mail bids to Lloyd Brown, 1271 MacArthur St., Jacksonville, FL 32205-8911. Serious bids only, please remember that shipping that many mags won't be cheap.

classifieds

YOU WANT IT, BABY, YOU GOT IT

FOR SALE: Magic, Illuminati, Netrunner, Star Trek cards. Many rares. Very reasonable. Write Doug Ironside at 253 Centennil Dr., Midland, ON, Canada L4R5H9. Enclose phone number.

FOR SALE: Products I bought new and still unopened for 60% of original cover! Many used items as well! Your postage will be refunded with your first order. Send a business-size SASE with $0.75 postage to: James C. Alpeter, PO Box 143, Syracuse, NY, 13206-0143. Thank you in advance for your interest.

WANTED: *From the Ashes* boxed set, original cover PHBR books, *Scourge of the Slavelords* (A1-4) and *Queen of Spiders* (GDQ1-7). Many items for trade. Also looking for Allan Grant and Ellie Sadler action figures from Jurassic Park. Let's deal, let's trade! (Games should be clean, and figures should be MIP) Write Jim Alpeter, PO Box 143, Syracuse, NY, 13206-0143. Thank you in advance for writing.

GAMERS WANTED: I'm new to the St. Louis area and am looking for mature gamers in the area to start up an AD&D RPGA club. If you are interested please contact: Pierre LaFromboise, 3629 Long Drive, St. Ann MO. 63074;phone: 314/298-0498; or email: xikilmx@aol.com.

SOUTH HAMPSHIRE, England! AD&D players wanted to help start a regular once-every-three-weeks all day Sunday game in Fareham. We are a small group of experienced players and DMs in our early 30s, and we need more players to make a viable sized group. Age, sex, and experience are immaterial. If interested, please e-mail Gray at sharpg@msn.com or phone after 6:30pm on: 01329-288450 for more information.

ISO 2 SSI computer products for IBM PC. Need Dungeon Masters Assistant Volume 1: Encounters and Volume 2: Characters and Treasures. Must have computer mauals and all disks. Contact: Joe Fisher, PO Box 1318, Veneta, OR 97487. Call: 541/935-1542.

JOIN NOW! Join the Young Adventurer's Club. Every other month you receive: new monsters, new magic items, and other great things. All you have to do is join now! Free! Send your address and $2.00 s&h to The Young Adventurer's Club, 1233 West Third Street, Red Wing, MN 55066. Everyone is welcome! If you want to contribute, just send all materials to the above address c/o Wayne Hansen.

DM SEEKS PLAYERS in Los Angeles area. 2nd ed. AD&D FORGOTTEN REALMS campaign is starting up. This campaign will start at 1st level and work its way up from there. For more info, contact: John Merhar, 1140 Cedar Ave., Long Beach, CA 90813. Email jmerhar@hotmail.com.

WANTED, gaming group in the Maryland area. Believe it or not, one medical student with time on his hands *gasp* is looking for a gaming group in the metropolitan DC/Maryland area. Included are the following cities he can travel. Gaithersburg, Bethedsa, Silver Springs, Rockville, Frederick, Washington DC proper, or Germantown. Email Mike Dymond at s2mdymond@mxd.usuhs.mil.

MARYLAND: Looking for gamers in southern Prince George's County and Charles County, Maryland who would like to form a Network club. If interested, contact: Bill Brierton, 12420 Old Colony Dr, Upper Marlboro, MD 20772-5000. Email: Kheled@juno.com.

WANTED: Amateur writers and artist for up-and-coming amateur roleplaying magazine titled, *White Knight*. For more information and artists and writers guidelines, contact: Unicorn Pegasus Productions c/o Bill and Claire Brierton, 12420 Old Colony Dr, Upper Marlboro, MD 20772-5000. Email: Kheled@juno.com.

WANTED: Pre- #175 DRAGON Magazines, Pre- #25 DUNGEON Magazines, FR2 *Moonshae*, N5 *Under Illefarn*, DA2 *Temple of the Frog*, FA1 *Hall of the High King*, FA2 *Nightmare Keep*, C6 *RPGA Tournament Guide*, OP1 *Tales of the Outer Planes*. Send price list to T. Carpenter, PO Box 973, Easton, PA 18044.

PEN PALS WANTED: Federal inmate looking for people to correspond with about RPGs. I play and DM AD&D and enjoy playing other systems. Also, I'm looking to buy used sourcebooks, boxed sets, and modules for the FORGOTTEN REALMS or GREYHAWK settings. Please send correspondence to: Gregory D. Van Breemen 04412-000, Box 9000, Safford, AZ 85548.

WANTED: MYSTARA®, GREYHAWK® products. I am looking for any and all that I can find. Will pay reasonable amount and shipping fees. Please e-mail me at LLBarberJr@AOL.com with info. Or write me at: Larry Barber, 1405 Markham Street, Front Royal, VA 2630

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farewell jeff...

BRING OUT THE MONKEYS

Hey, it's me, Jeff. I rarely take a page to ramble about things; I'd much prefer you do the writing. But I felt it was time again. Reminisce with me if you will, back to that fateful issue, POLYHEDRON #120 when I first wrote to you like this. I set some goals for the magazine and myself. Some of these goals never materialized. But my two major goals have been met. Those goals were 1) give POLY a consistent editorial voice, to stop the editor-go-round you had suffered under for so long, and 2) make POLY cool, something worth reading.

You may disagree, but I believe I've achieved both these goals. I've been POLY editor for more than two years, not even counting the ignominious months when Poly was (ahem) discontinued. Many readers seem to know what they can expect in POLY, and seem pleased with it. With tenacity, I think I successfully stopped the revolving door on POLY's editorship.

My other goal to make POLY cool and readable was tricky. I wanted to put in the right mix of usable in-game info, out-of-game news and commentary, and fun weirdness to keep people guessing. Originally, that goal was measured vaguely by how much I wanted to read any given issue. More recently, it has also been measured by the reader response surveys. Happily, we've gotten dozens back, and they're mostly positive. There's plenty of room for change, and you're not shy about saying where. But at least, it seems, you're reading POLY close enough to know what you like and don't like. So, woo-hoo. Mission accomplished.

"Why the sudden reviewing of goals?" you may ask. You don't write this kind of reflective crap unless you're changing something, right? Right. As the more perceptive of you may have already known, it means I'm changing jobs. This very magazine you clutch in your dice-lovin' digits now is my last issue as POLY editor.

DO WHAT?

Considering the kindness and dedication members have shown to me and my work, I want to explain why I'm leaving. I hope you couldn't tell, but I felt I was stagnating on POLY. I stopped having ideas and brainstorms that I felt sufficiently broke the mold, but still provided quality gaming info. So when another opportunity came along, I looked at what I was doing, where I was headed in life, and decided to do something different.

So, by the time you read this, I'll be a game editor working on the FORGOTTEN REALMS® setting, and various other projects. I hope to dabble in game design some too, so look for my name around the company. I'll be the one whose initials score 28 points in Scrabble.

Getting in touch with the magazine and me is no longer synonymous. If you want to email me personally for non-magazine stuff, (which I encourage you to) send to jquick@wizards.com. The "polyhedron" address will still be available for the next editor, but I won't be answering email from it anymore. My phone extension will remain the same, so don't call 425/254-2292 for RPGA info. I won't be nearly as much help if you need an address correction or something. You'd probably be better off contacting Robert or our clerk, Tom, through the channels we have on the front mailer.

WHAT COMES NEXT

The future of POLY looks better and better. *WotC* has been good for the Network, and they're not done with all the goodness. Even without me, POLY will continue to get cooler. At the time I'm writing this, no final decision has been made on who the next editor will be. But, as you can see this issue, we've got a graphic designer now! Sean Glenn is a great guy, and a full-on robo-cool designer. Any posters for the ADVENTURER'S GUILD Retail Program you've seen are his work. You're about to see a lot more of his stuff around the Network too. You'll barely recognize the old rag once he's done with it.

Okay, now before I get all misty-eyed, I'm going to get to the copious thanks section. For being consistent, dependable contributors, thanks to Eric Boyd, Roger Moore, Ed Gibson, Steve Jay, Gregory Detwiler, and The Man, Ed Greenwood. You made my job a lot easier by sending in good stuff on time.

For moral support and understanding, I thank Gene Luster, Agnes Thompson, Sam Sampier, Philip Severi, Tim Breen, Jae Walker, Mike Howard, them fellas from Death Warmed Over (for the last time, YES, we are out to get you), Steve "Stan!" Brown, John and Tara Maurer, and a bunch of other people who wrote thoughtful or timely letters and emails.

Thanks to Allan Fawcett for encouraging me to get into this business. Thanks to Lisa Stevens for getting me back into this business, Dave Gross and Pierce Watters for recommending me to her, as well as everybody at the GEN CON '97 members' meeting who rallied in support for me. I swear, if I wasn't a guy, I'd cry. Thanks to Scott Douglas for being a personable boss and shielding me from corporate fallout as much as possible. Thanks to Robert Wiese for dependable back-up, the occasional kick in the pants, and steady friendship.

I know I'm forgetting somebody, probably several somebodies. Thanks to you too, I wish I had thought of you before press time. It's usually been a pleasure, and always an honor to serve you. Thanks for the faith.

Use Winner Certificates Toward GREAT RPGA Merchandise!

During the months of March and April, RPGA will accept Winner Certificates (the ones that modify die rolls) towards merchandise listed on this page.

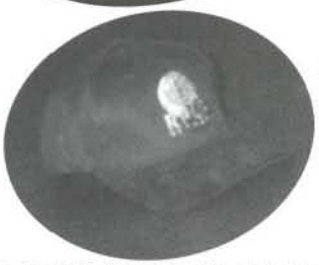
Each winner certificate is worth $2.50 towards the price of merchandise, and you may use up to four per order for a total of $10. Only one order per member per month may contain winner certificates as payment.

So get your hands on some great RPGA wearables, or complete your Poly back-issue collection.

Dice bags come in vibrant red, green, blue, and black which all look gray here! These dice bags sport the RPGA logo in white, on a mini-duffle with a velcro carrying loop. Functional enough for the office, but stylish enough for evening play!

Wear these excessively cool ash sweatshirts with RPGA logo over the heart. Zipper neck or crew neck.

These messenger-style shoulder bags elicited ooos and aaahs from everyone at the game fair. Inside is room for books, a laptop computer, or one full cert notebook. Comes with pockets for notes, dice, pencils, the works!



All hipster irony aside, these black baseball caps are **great**. *They have a suede bill, with an embroidered RPGA logo on the*

Don't forget, back issues are still for sale! They're going fast, so if you want something, don't wait. We're REALLY not kidding!

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RPGA® Network Living City™ Character Log Sheet

Character Name_____ Player Name_____ RPGA # _____

Date: _____ Convention: _____ Tournament: _____
Current character class: _____ Character Level in that class: _____

Honors Earned:	Gold and Treasure:	Experience:	Fame Category:
Chivalry point _____	GP value from adventure:_____	XP gained: _____	_____
Knightly honor _____	GP value spent: _____	XP lost: _____	Current tithe:
Guild/Watch recommendation	Total PC GP: _____	XP toward level: _____	_____
or advancement (guild & rank):	Magical items from adventure:	XP total: _____	Tithing total:
_____	_____		_____
_____	_____	Notes: _____	

Judge Name: _____ Judge Signature: _____ Judge RPGA#: _____

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